

ISSUE NO.
237
NOVEMBER

GTM

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- DEFEND THE ALPHA QUADRANT AND COMMAND YOUR CREW IN THE ALL-NEW *STAR TREK: ALLIANCE – DOMINION WAR* CAMPAIGN FROM WIZKIDS!
- THE RACE IS ON FOR THE UNHAPPIEST ENDING OF ALL! ATLAS GAMES' *GLOOM OF THRONES* SPREADS THE MISERY AND SUFFERING OF GLOOM TO THE UMPTEEN KINGDOMS OF EASTEREG!



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You have finally set out to find the truth. You've heard the rumors of ancient runes and the lost pages of a scattered tome that tell of ancient and evil monstrosities. As you press on you can't help but notice that you feel less attached to reality yourself. Some days you lose track of time. You hear whispers of secret gates to another world. No one knows who is building them... You have a dreadful hunch... Could you be the hidden architect of the Gates of Delirium?

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[adult swim]

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Greetings Dear Readers!

Welcome to your November issue of *Game Trade Magazine*!

Here at the GTM base of operations in Maryland, we've watched autumn's leaves fall and know that winter's snows are not far behind.

However, even as the temperatures drop, our excitement rises as we look forward to our last show of our "convention season" — PAX Unplugged! If you find yourself in Philadelphia for the show, please be sure to swing by our booth for a free copy of the magazine as well as some other fantastic goodies!



Can't make it to the show? Be sure to check out our live coverage of PAX Unplugged as well as interviews with some of your favorite publishers and creators, provided by the fantastic team at *Game Trade Media* and their mobile studio. You can see their coverage here during the show: FB.com/GameTradeMedia.

In the meantime, I would be remiss if I didn't talk about this fantastic issue you're holding now — your November GTM is chock-full of some pretty awesome content:

First off, we have a remarkable *Malifaux Third Edition* cover and cover story from the Wyrd team, wherein they detail some behind-the-scenes development of the Savage Crew, which may or may not have included some rock-throwing.

You've probably also noticed the promo card packed with this issue — the great folk at Atlas Games have brought the misery and suffering of *Gloom* to the ill-fated land of dead monarchs, dead knights, dead brothers, dead sisters, dead heirs, et al. and now you have an exclusive reason to join in the fun with *Gloom of Thrones*!

And even though *Gloom of Thrones* doesn't arrive in stores until December, your exclusive promo is usable in any copy of *Gloom* in the meantime! Be sure to check out our Feature article from Atlas Games for answers to some other questions you may have as well.

Also, in this issue, WizKids invites you to command the helm of your own starship and join the rest of the Federation as you defend the Alpha Quadrant from the forces of the Dominion in their upcoming release, *Star Trek: Alliance — Dominion War Campaign*. Choose your vessel, select your crew, and lead them to victory!

All that and a whole lot more. This is going to be a great month folks.

Game on everyone,

-JG

PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

ART DIRECTOR

Matt Barham

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM@GameTradeMagazine.com

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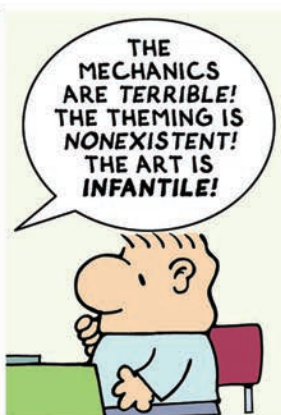
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Wave 2

RAIDERS SIGHTED IN THE WASTELAND

A host of releases centered around the scourge of the Wasteland, featuring a core box packed with Raiders, Scavvers and Psychos led by a veteran in raider power armour, a character box with Ack-Ack, Sinjin and Avery plus an expansion to boost your gang!

Wave 2 also sees the robots and creatures coming to retail, including Protectrons & Assaultrons, Sentrybots, Vermin, Ghouls, Deathclaw, and scenics. Each wave now comes with all the cards in one pack rather than each box to make range building even easier.

Wave 3 THE INSTITUTE

The Institute arrives for Christmas, with the Institute core box, character and expansion set, along with the Wave 3 card pack that will introduce the Automatron deck, allowing you to build your own wasteland robots!

Protectrons & Assaultrons
patrol the wasteland



Bethesda

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MODIPHIUS
ENTERTAINMENT

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON

GAME TRADE MAGAZINE #228
GTM contains articles on gameplay, reviews and ratings, game related fiction, and will contain games and game modules, along with subscription information on upcoming game and hobby supply releases.
GTM 228 \$3.99

ACADEMY GAMES

CONFLICT OF HEROES: AWAKENING THE BEAR 3RD EDITION
Awakening the Bear! - Russia 1941: 42 takes you to the eastern front during Operation Barbarossa, the German invasion of Russia. Many consider this time period to be the birth of modern warfare tactics that continue to be used and perfected by today's modern armies. Scheduled to ship in January 2019.
AVG 5014 \$90.00

ARCANE TIMEN

DRAGON SHIELD: ART DECK SHELL
Scheduled to ship in October 2018.

ARADO ADM 31725 \$2.99

BETHIA ADM 31632 \$2.99

ALC STUDIO

VERSUS SERIES: FORTRESSES AND CLANS
In this two player card game, lasting about 30 minutes, you will lead your clan as they lay siege to an enemy fortress, even as you defend your own keep. Position your War Machines on the Battleground, march your Troops for battle, and choose which of your clan commanders will lead the Assault on the enemy Keep! Scheduled to ship in November 2018.
ALC 78002 \$25.00

ARC DREAM PUBLISHING

DELTA GREEN: THE COMPLEX
Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new divisions for federal agencies and important contractors to enhance your <http://bondings.com/Cronkings/DeltaGreen> campaign. Each dossier describes the entity's budget, operations, organizational structure and history, mandate, areas of focus, with other agencies, suggested professions for Delta Green agents, and what it's like to work there. Scheduled to ship in December 2018.
APU 8135 \$24.99

ARCHONA GAMES

GALACTIC WARRIORS
In Galactic Warlords: Battle for Dominion, you play as one of the Warriors, with purpose to establish your dominion over the controlled galactic region that was known as the Prekador Federation, and score the most points at the end of the game. You will do this by playing your hired Mercenaries represented by cards from your hand in your Command Area. Each of the Mercenaries will come with their own unit such as Troops, Tanks and Assault and officers such as Deploy, Recon, Assassinate and others. By using these units and actions, you will be able to exert control over the planets in the galaxy and gain Power throughout the game. Scheduled to ship in November 2018.
ARG 010 \$59.00

SMALL STAR EMPIRES
Small Star Empires is a quick arena control game for 2-4 players. In this game, players colonize the galaxy using their ships, which they move on a modular board containing hexagonal spaces (systems). The modular board is made up of seven different double-sided sector tiles, which allows for a different map and different experience each time you play the game. During a turn, a player must move one of their ships on the board, as far away as they want, but they cannot go over systems controlled by other players. Scheduled to ship in November 2018.
ARG 001 \$35.00

SMALL STAR EMPIRES: DAWN OF DISCOVERIES
After decades of geological tests done on a remote research station deep in Tulloran space, scientists stumbled upon amazing discovery. They found that the rare crystals they were studying have enormous amount of energy, unlike anything they've seen before. The discovery of these crystals led the galaxy to a new era of technological breakthroughs, as it was already going through exciting and turbulent times since the start of the first major intergalactic conflict. How will you use the possibilities that the powerful crystals have to offer? Scheduled to ship in November 2018.
ARG 003 \$20.00

SMALL STAR EMPIRES: THE GALACTIC DIVIDE
After decades of colonization, the spacefaring races have finally come to the moment where their own colonized space is not enough. Tensions are rising on each civilization tries to force its agenda upon the crowded galaxy and finally in position. When using Small Star Empires: The Galactic Divide, at the beginning of the game you choose which civilization to play with and take its corresponding civilization board. Each civilization board has unique abilities that cost certain amounts of power to play, and a track on which you mark the amount of power you have available. Scheduled to ship in November 2018.
ARG 002 \$20.00

ASMODEE EDITIONS

BARA YAGA
After slipping through the crooked fingers of Baba Yaga, you manage to escape her house. Then the witch pursues you aboard her flying cauldron! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.
ASM PB1113 \$24.99

FEATURED ITEM

JUNGLE SPEED: KIDS
In this new Jungle Speed version for kids, be the first to catch the token when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. Jungle Speed Kids is a lot of fun. Test your reflexes and be very quick.
ASM JSK002 \$14.99

FEATURED ITEM

TREASURE ISLAND
Long John Silver's crew has committed mutiny and has him cornered and tied up! Round about round, they question him about the location of his treasure and explore the island following his indications. Or his misdirection? Who knows... The old sea dog is surely plotting an escape, after all, other which he will definitely try to get his treasure back... Scheduled to ship in November 2018.
ASM TR01 \$59.99

FEATURED ITEM

VISIOO
A game of observation and speed! Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the table, the tension rises. Collect the most cards and win the game! Scheduled to ship in November 2018.
ASM VS01 \$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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MALIFAUX

THIRD EDITION



THROWING STONES IN THE MALIFAUX DESIGN ROOM

MALIFAUX 3RD EDITION: CORE RULEBOOK

WYR 23001 \$20.00 | Available Now!

To the excitement of players across the world, the latest edition of our flagship miniatures skirmish game, *Malifaux*, is now available. In *Third Edition*, we cleaned up rules quandaries and streamlined the tracking systems, but at its core, *Malifaux* is still the deeply strategic, card-flipping game that sits somewhere between complete mayhem and absolute control, and that's exactly where we like it.

With a new edition comes new characters and mechanics, such as the Savage Crew. In this article, we'll be covering those new models and how we came to some of the design decisions in crafting their shared play-style. When taking a fresh look at all of the Masters, their Keywords, and their Factions, we analyzed them with multiple lenses. One lens focused on weak spots, or areas where a Faction fell short in a theme or mechanic. Sometimes this approach leads to dead ends and scrapped ideas, but that wasn't the case this time around. The Neverborn are generally a melee-oriented Faction, and so we started brainstorming what a Neverborn Crew would look like if it leaned a little into ranged Actions without breaking the Neverborn staples and themes.

That's when one of the designers suggested "throwing giant freaking boulders." And just like that, a foundation was born. We decided to see how deep that rabbit hole went and came up with a few concepts that fit thematically in with the monstrous inhabitants of *Malifaux*. Some fell to the wayside, but others started to stick. We loved the Cyclops models that came



out near the end of *Second Edition*, and we knew that they felt a little out of place with the rest of the Faction, which meant there was some design space there, and so we started digging in that direction.

What would a Crew look like that used runic magic? What existing themes could we tie in? What loose ends could we tie up? These questions and many more were tossed around the design room. Mythologies and histories were researched for character ideas, various mechanics concepts were jotted down, and the rabbit hole that we dove into splintered in as many pathways as there were ideas. We started looking at these concepts and reducing them; this started by holding onto the stuff we thought was fun and tossing aside the rest. What we ended up with was an early concept of Euripides, a giant from the northern mountains.

So we had a mountain giant and we knew that if not him, his Crew was going to be throwing stones. We had another character from the mountains who also manipulated icy objects called Ice Pil-





for the Primordial Magic. And as we were creating Euripides, our favorite little worm started making more and more sense. He just needed a different feel, so we went back to the drawing board and breathed new life into the character. Much later, some of the Primordial Magic's mechanics came from addressing weak spots in the Crew, such as having big models struggling to get around their own Ice Pillars, which is why he is now capable of giving out Incorporeal to his buddies.

lars. As with lowering Conditions and reducing some Actions, we started talking about consolidating and repurposing other parts of the game, too, which is how the Savage Keyword started to utilize Ice Pillars in a very different way.

With these core concepts at hand, we began to shape the character's story. Just how did he fit into the world? What themes would he encompass? Where has he been all this time? Once again we looked at the Cyclops and the puzzle pieces fell right into place; they were Fae in M2E. What if Euripides was an ancient soldier to a Neverborn Queen during a long-forgotten War? From there, his background started to take shape, and we started fleshing out other concepts of his character based on that. This is how the early iterations of Abilities like The Old Ways came into existence, which allows a player to use ancient blood magic to manipulate Fate.



Developing the rest of the Savage Keyword felt less like tossing darts at a board and more like building a bridge. The Gigants ultimately filled that boulder-throwing void that we originally wanted to nail with this Crew, and with their inception, we created a subspecies of monsters that the rest of the characters could fill, Euripides included.

The upcoming Savage releases are the Geryon and the Lyssa, and both of these models are going to fill very different roles for their Crew. From a design perspective, each act as puzzle pieces that the Keyword was missing. The heavy-hitting Geryon are essentially malformed Gigants with an extended melee reach and some Ice Pillar manipulation. Their Shoulder Rush Action gives some wiggle room to the player by allowing them to reposition poorly placed Pillars while doing some damage in the process. Meanwhile, the Lyssa fill the "inexpensive" void while also having Incorporeal, allowing them to get around the table without having to worry about the Ice Pillars getting in the way.

And there you have it; a brief look into what it takes to build a new Keyword from the ground up. Sometimes it takes careful consideration and research, and other times all it takes is someone in the design room shouting "boulders."



While development of Euripides and his Savage Crew continued, other design decisions for Third Edition were shaking out, too. From the get-go, we knew that we wanted to give Masters their own unique Totems, which was a pretty big change from the previous edition. These models found homes without much issue — all except

Kyle Rowan is the Design Lead Coordinator at Wyrds Games in Atlanta. When he's not making games, he is watching horror movies, reading comic books, or fighting for the Oxford comma.



STAR WARS™ X-WING™

WAVE VI

SWZ59, SWZ60, SWZ61, SWZ62, SWZ63 | \$19.95 || SWZ03 | \$29.95 || SWZ02 | \$39.95 || SWZ58 | \$49.95

Star Wars: X-Wing Wave VI | Available 4TH Quarter 2019

From the Clone Wars to the escalating conflict between the Resistance and the First Order, the consequences of one battle reverberate to the farthest reaches of *Star Wars*™ galaxy. As one war leads into another, new pilots and ships emerge to take up the fight anew. Soon, your players will have the chance to stage new battles with eight new expansions for *Star Wars*™: X-Wing!

This wave gives a new generation of ships and pilots a chance to make a name for themselves. You'll find a new First Order ship inspired by a fearsome Imperial starfighter, as well as Resistance pilots who carry on the legacy of the Rebellion. While these battles develop, the Rebel Alliance, the Galactic Empire, and the galaxy's Scum and Villainy hone their attack with ships returning from the game's first edition.

A GALAXY DIVIDED

As the Galactic Civil War continues, both sides are willing to turn to unconventional means to gain any foothold. For the Rebel Alliance, this means embracing the extreme tactics of Saw Gerrera and his band of Partisans.

Unafraid to deploy desperate strategies and dirty tricks to rid the galaxy of the Empire, these freedom fighters zealously fly into battle in the custom-painted T-65 X-wing and UT-60D U-wing contained in the *Saw's Renegades Expansion Pack*. In addition to these ships, this expansion adds even more pilots to the Rebel ranks, giving players a variety of new options for using these ships in battle.



Not content with the drastic measures taken by Saw Gerrera, the Rebellion also looks for an advantage with the speed and maneuverability provided by the RZ-1 A-wing. The favored craft of Rebel aces who value precision handling, the RZ-1 can fit through narrow gaps between obstacles or fly circles around enemy craft. What these nimble interceptors lack in durability, they more than make up for in blazing speed.

Painted in the striking colors of Phoenix Squadron, the miniature included in the *RZ-1 A-Wing Expansion Pack* is accompanied by four ship cards representing Rebel pilots willing to take on the challenge of flying this craft. Additionally, players can improve these pilots—and their ship's capabilities—with reprints of five upgrade cards.

While the Rebellion looks to improve its starfighter squadrons with pilots willing to use extreme tactics, the Empire turns to some of its most experienced aces in the *TIE/in Interceptor Expansion Pack*. Not only is the TIE/in interceptor flown by the legendary Soontir Fel, it features incredible engine output, precise thrusters for close maneuvering, and four





wing-mounted laser cannons that any of its four pilots can take advantage of. Meanwhile, five upgrade cards give players even more ways to augment their ships.

Sometimes, though, expert pilots aren't enough. In those occasions, the Empire relies on advanced starfighters like the TIE/D defender and TIE reaper. Featuring powerful shields, speed and maneuverability, and a suite of potent weapons including missiles and cannons, the TIE/D defender can bring down nearly any target. Within the *TIE/D Defender Expansion Pack*, players will find five ship cards, along with four upgrade cards inviting them to outfit their ship with new missiles, cannons, and systems.

The TIE reaper, on the other hand, serves as the Empire's premier high-performance transport. Equipped with advanced ailerons for precise atmospheric maneuvering, thick armor plating, powerful laser cannons, and the capacity to carry elite infantry, this menacing vessel strikes fear into Rebel forces across the galaxy. Within the *TIE Reaper Expansion Pack*, players find a beautifully detailed and pre-painted TIE reaper miniature alongside four ship cards and ten upgrade cards.

ON THE HUNT

The Galactic Civil War may be an all-consuming conflict, but some beings—such as the Trandoshan bounty hunter Bossk—make their own way in the galaxy. Tracking down his targets from his signature ship, the *Hound's Tooth*, Bossk is an intimidating opponent for all who cross his path.

With Wave VI, players can add the *Hound's Tooth* to their Scum and Villainy squadrons. In addition to the YV-666 miniature, players will also find the notorious *Nashtah Pup*, a Z-95-AF4 Headhunter painted to match the *Hound's Tooth*, as well as six ship cards and fourteen upgrade cards.

ECHOES OF WAR

Long after the Galactic Civil War ended, its effects are still felt. Echoing this galaxy-defining conflict, the Resistance and First Order do battle among the stars and *X-Wing's* sixth wave introduces ships first glimpsed in *Star Wars: Resistance*.



Like Soontir Fel, First Order ace Major Baron Eirik Vonreg flies into battle in his own technologically advanced interceptor: the TIE/ba Baron Space Superiority Interceptor. Engineered with precision and lethality in mind, the TIE/ba interceptor has plenty of ways to pressure opposing ships.

With the *Major Vonreg's TIE Expansion Pack*, players will have everything they need to add one of these fearsome ships to their First Order squadrons, including a beautifully painted TIE/ba miniature, four ship cards, and six upgrade cards.

Major Vonreg may be an established ace, but pilots like Kazuda Xiono are still trying to make a name for themselves.

At the controls of the *Fireball*, Xiono finally has the opportunity to add his name to the list of the galaxy's best pilots.

Originally built as a racing ship, the *Fireball* now enters battle on behalf of the Resistance. It might be highly combustible, but this explosion with wings is able to push the limit farther than nearly any other starfighter, careening around the battlefield to gain a superior position against any enemy.

The *Fireball Expansion Pack* invites players to add one of these explosively-fast ships to their Resistance squadrons. Four pilots

each take their own approach to flying it, while seven upgrade cards help players either rein it in or push it even farther.

MAKE YOUR NAME

As the effects of past conflicts ripple into the future, new aces emerge to battle for their faction and the title of the galaxy's best pilot. With the tools they find in Wave VI for *X-Wing*, players have everything they need to begin making a name for themselves.



CATAN

SCENARIOS

Catan Scenarios Are Game Changers

Catan, the essential game shelf staple, is a perfect game for both casual and serious hobby game players. But sometimes, you want to shake things up and tell a new kind of story.

Catan Scenarios are the perfect addition to make a game of *Catan* fresh and exciting. Here are three that you can get your hands on right now.

Catan Scenario: Crop Trust



Do farmers on *Catan* grow only wheat? Of course not. The fields of *Catan* produce many different grains and crops. But what happens when crops begin to dwindle and fields can't produce enough food for its growing citizenry?



Developed in cooperation with the Crop Trust organization and the Svalbard Global Seed Vault, this scenario explores the importance of crop diversity and availability.



You'll work cooperatively with the other players to ensure that crop species do not go extinct by storing seeds in the crop vault while also working toward your own victory.

We at *Catan* strongly believe in the mission of Crop Trust, which is why when you purchase *Catan Scenarios: Crop Trust*, royalties and a portion of the profits are donated to the Crop Trust cause.



Catan Scenario: Helpers of Catan

Sometimes all a game of *Catan* needs is a little help from friends. Just like a friendly neighbor, the *Helpers of Catan* are there to give you a hand when you need it. Whether it's moving a road, getting rid of the robber, or getting better trade rates, these character cards will help you on the path to victory.



This pack of 10 cards is an easy way to add more fun and to get to know the inhabitants of the island.

Catan Scenario: Santa Claus

Santa and his elves need wool for their coats, and *Catan* happens to be known for producing the finest wool. Give Santa a wool resource card and you can move him to a hex, where he will give the occupants gift tokens. Trade two gift tokens for a resource of your choice!

Santa also chases away the robber from a hex if you pay him two wool resources.

In this simple addition to the game, wool becomes a very valuable resource – everyone will want your stinking sheep!

Catan Scenario: Santa Claus comes with a lovely holiday card and envelope ready to be gifted to the *Catan* lover in your life. It may just be the perfect stocking stuffer.



CATAN

SCENARIOS™

SANTA CLAUS



Santa Claus is coming to Catan!

This year, he's bringing good cheer and a scenario that can be played with the base set of Catan.

Give them a holiday card that lasts all year long!



STAR TREK™

ALLIANCE

COOPERATIVE MINIATURES GAME

WIZKIDS

STAR TREK: ALLIANCE - DOMINION WAR CAMPAIGN

WZK 73650 \$49.99 | Available Spring 2020!

In *Star Trek Alliance*, players take on the role of Federation star-ship captains, and work cooperatively to face enemy threats controlled by the game's AI. The *Dominion War Campaign* is the first game in this series, and allows you to take on the threat posed to the Gamma Quadrant by the Dominion.

Instead of using a ship, captain, and crew of characters already in *Star Trek* lore, you will create your own, allowing you to tell your own unique, one of a kind story set in the *Star Trek* universe. The game's missions begin immediately after your promotion to Captain, as you take command of an Excelsior-Class or Akira-Class vessel. You'll name your captain, choose your first command, and spend a number of experience points on upgrade cards representing skills, crew, weapons, and ship modifications.

Each mission begins with a briefing and instructions for setting up the map, as well as placing enemy ships. Some enemy ships begin the mission on the board, while others will arrive in later rounds from randomized locations, so you'll never know when a Jem'Hadar attack ship will come out of warp right behind you! You'll review the mission objectives and special rules, and then finally select your ship and loadout using the upgrade points and slots you've earned up to that point in the campaign.

Upgrade cards include the crew, like a Helmsman who can help you maneuver, or a tactical officer who lets you re-roll attack dice, and ship upgrades, such as an impulse upgrade that lets you treat more maneuvers as green, or Detection Grid, which lets you support your allies' attacks. All of the upgrade cards in *Star Trek Alliance* are also compatible with *Star Trek: Attack Wing*, allowing for .

Once your ships are ready, you take on your enemies in exciting ship-to-ship combat that's familiar to fans of *Star Trek Attack Wing*, but straightforward enough for those who are new to the experience of miniatures gaming. You'll use careful maneuvering and strategy to maximize your odds as you roll dice for both attack and defense.

The game features a special AI system that seamlessly commands the flight patterns and strategies of enemy ships.



In the *Dominion War Campaign*, these enemy ships are the three Jem'Hadar Attack Ships that come in the box. They'll come at you in waves, with each wave represented by an Enemy Loadout Card and controlled by an Enemy Logic Card. First, you identify their target based on mission orders, then you roll a die to determine what maneuver the ship takes in that direction. The ship then takes an action, which will vary based on the current game conditions. Finally, it will fire at the nearest eligible target. While you may have a sense of where the ships will try to go, the AI keeps them unpredictable, and able to outmaneuver even the most skilled captains.

Star Trek Alliance: Dominion War Campaign features six missions. There's one mission in Act I and four in Act II, which can be played in any order, leading into the climactic final mission in Act III. Choosing the right order based on your abilities and strategies is key to succeeding in the full campaign! As you complete missions and progress through the game, you will earn additional experience allowing you to use more upgrade cards, increasing your Captain Skill and unlocking additional upgrade icons, which you will track on a special Captain Card.

One copy of the game contains everything you need to play the full campaign with two players. But, with three copies, you can play with up to six people in giant battles that can feature up to 12 enemy ships! You can also play any mission as a standalone, without tracking experience or using a Captain Card. This allows you the flexibility to play one mission with a large group, even if everyone can't be there for the full campaign.

Star Trek Alliance is a new way to experience the exciting stories of the *Star Trek* universe, starting with the classic *Dominion War Campaign*, while putting players themselves in the center of the action, and giving them the chance to become Starfleet legends.



SHADOWRUN[®] SPRAWL OPS[™]

Dive into the mean streets of *Shadowrun* with this unique combination of push-your-luck dice rolling and worker placement!



Order now!

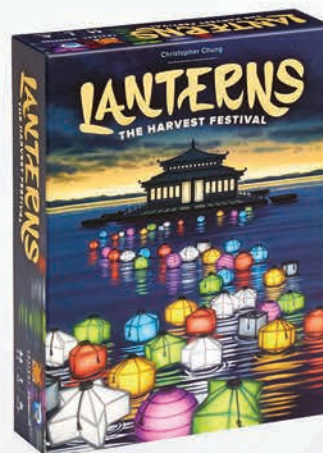
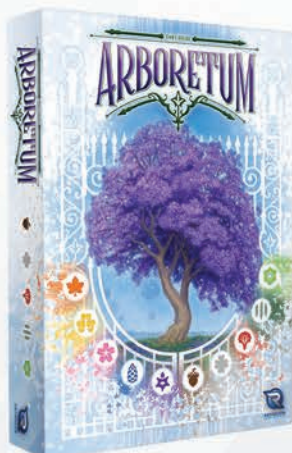


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FINDING THE PERFECT GIFT:

BUYING THE RIGHT GAME FOR DIFFERENT TYPES OF GAMERS



We all know it: games make fantastic gifts. These are fantastic boxed experiences that let players explore new worlds and share meaningful time with the people that matter the most. The only challenge for gifting a game is trying to match the right game that can fit your budget. To help, we built out some gamer profiles and made a list of recommendations based on their tastes so you can choose the right gift for your gamer!

THE GAMING CURIOUS

There are a lot of gaming-curious gamers out there: gamers who may have grown up with older mass-market games (like *Connect-4* or *Scrabble*) and don't know about what modern hobby games can offer. Gifting them a modern hobby board game can open them up to the world of fantastic games, and there are so many great options for them. Consider games with accessible mechanics with strategic options and they'll have a gift from you that they'll enjoy time and again!

Fans of trick-taking games like *Bridge*, *Euchre* or *Hearts*, will enjoy the *The Fox in the Forest* (\$15), a modern twist on familiar trick-taking games. *Arboretum* (\$20) is a deeply strategic game with incredibly simple rules. Counting cards and carefully watching your opponents' moves will appeal to poker and bridge fans. If they remember suspenseful games like *Operation* and *Perfection*, they'll love the cooperative real-time game, *Fuse* (\$30). For fans of *Monopoly* and *Connect-4*, *Lanterns - The Harvest Festival* (\$35) marries set collection with spatial tile-laying making for a satisfying game experience.

THE FAMILY GAMER

If you have a gaming family you're trying to find the right game for, there are a lot of fantastic options that are both appealing to the younger gamers as well as fun for the rest of the family to enjoy, including the aforementioned games for the gamer-curious (family gamers may only be exposed to mass-market board games, after all.)

In addition to those games previously mentioned, *The Tea Dragon Society* (\$20) is an award-winning family game that is perfect for younger school-aged gamers to learn deck-building mechanics, without the conflict that "take-that" elements can inject into a family game night.

Furthermore, *Spell Smashers* (\$45) is a great game for older school-aged children to work those language skills while smashing fantasy monsters in a thematic game featuring whimsical, stylized art. Fans of *Scrabble* will appreciate the word building while younger players increase their spelling skills.

THE IMMERSIVE GAMER

The immersive gamer loves games that ooze theme with mechanics and art that are intrinsically a part of the game. Tying the game's

mechanics to a narrative and theme they're invested in will help them learn the game and understand the strategy. They'll jump into exciting game worlds with board games or role-playing games based on their personal tastes, so cater to personal tastes when selecting a gift to game for them.

For creative adventurers, *Kids On Bikes* (\$25) and *Teens In Space* (\$25) are delightful rules-light roleplaying games that let players explore a different time and place as well as the follies of youth. For narrative video game fans, *Proving Grounds* (\$35) is a solo experience that brings a real-time narrative gaming experience for one to the table. B-Movie enthusiasts will love the pop culture nods in *Terror Below* (\$45). And dungeon-delving fantasy adventure gamers will love *Bargain Quest* (\$40) and *Clank! A Deck-Building Adventure* (\$60).

THE ENTHUSIAST

The enthusiast gamer is one who is on top of the tabletop game industry, with a huge collection of games, making them more challenging to find gifts for. There are a few strategies to finding the right game for this kind of gamer.

Newer, smaller-boxed games are a great option as it's easy to miss them: check their shelves, but they probably don't have a copy of new exciting games like *Time Chase* (\$20) and *ArtSee* (\$30), the former being a trick-taking game that turns the core mechanic on its head by allowing players to go back in the timeline and change the card they played into a trick, and the latter being a really interesting brain-burning, mid-weight euro-style puzzle game.

Expansions, accessories, and promos are also thoughtful gifts for this kind of gamer. If they have *Clank!* or *Clank! In! Space!* they may not have any of the numerous expansions to that popular line. If they have *Raiders of the North Sea*, they might not have the *Raiders of the North Sea Deluxe Playmat* (\$30) for the game that accommodates the game and all its expansions. Promos are delightful ways to give a thoughtful gift as well. Ask your friendly local game store if they happen to have promos for Renegade titles: we make them available through our Early Release program and in our *Level Up Loot Boxes*, which are filled with promos for a number of popular Renegade Game Studios titles that they probably own and will enjoy.

No matter what kind of gamer they are, if you give them the gift of a game they love, they'll think of you every time they play it.

All the products mentioned are available at your friendly local game store right now! Stop by and ask them about these games!

...

The towers of ARKHANOS

A game by Daniel Alves and Eurico Cunha

Tap Into the Arkhanos Power to Build the Tallest Tower

Become wizards and help build the mystical Towers of Arkhanos! Roll and draft dice that become part of the towers themselves, learn and cast powerful spells to alter the dice, and rise above the competition with strategic moves in this family game of 3D tower building!



IDW
GAMES
idwgames.com

2-4 Players

30-45 Min.

Age 12+

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REQUIRES
THE TOWERS OF ARKHANOS
BASE GAME TO PLAY!

The Towers of ARKHANOS

Silver Lotus Order Expansion

Build Taller Towers in the New 5 Player Mode!

A new magic school, the Silver Lotus Order, has arrived at the mystical ruins, allowing a 5th player to join the game and create even taller 3D towers. With them comes a new set of diverse Floor tiles, adding more variety to the game at all player counts!



IDW
GAMES
idwgames.com

2-5 Players

30-45 Min.

Age 12+

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THE KING'S DILEMMA

THE KING'S DILEMMA

LUM HG012-KD1908..... \$79.99 | Available Now!

Benevolent Mother, I pray to your daughter, Aegna, for the wisdom to know whom at my table serves my kingdom.

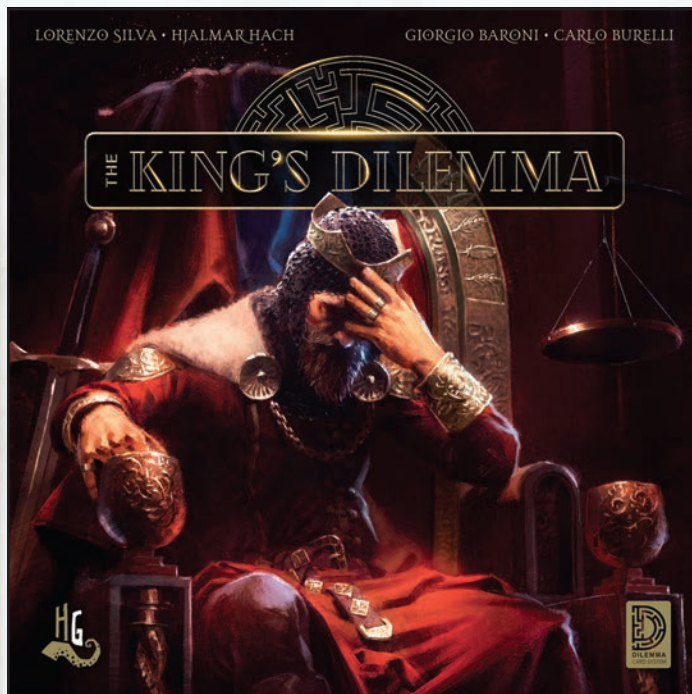
The Council deliberates and Ankist awaits their decision. An envoy from the Kingdom of Mhuir has come to us from the northwest, a representative of a new guild seeking to treat with Ankist. I am told that he comes with various medicines and treatments that put our practitioners to shame. Naturally, the Council is divided on the subject. Some believe that the Mhuirish envoy brings with him an offering that would improve the lives of many of my subjects. However, there are those councillors who believe that such intrusions into the natural cycle of creation and regeneration are an affront to the Mother and Her Saint Daughters. Therefore, they deliberate. All of Ankist, whether they know it or not, awaits their decision.

They measure their votes carefully. Their choices will impact Ankist irrevocably. They must weigh our **influence** abroad with our **morale** at home; the **wealth** in our coffers with the **welfare** of our people; the **knowledge** that guides us and the **stability** that governs us. There is a great weight on the shoulders of the Council, which is compounded, I have no doubt, by their duty to House and family. I wonder, what schemes do they play at the Council table? What machinations guide their heart as they cast their vote each session? I renew my prayers to you, Aegna; grant me the wisdom to see who at my table serves my kingdom and who serves themselves. What they decide in the here and now will echo through the years, through the generations, so lend each councillor your wisdom as well.

I know not who shall sit upon my throne in the years to come, but I pray that they are attended by a Council that is prepared to have their values challenged and their perspectives altered. It is not an easy road they travel, but it is an essential one. Our kingdom requires guidance, and the councillors are the ones who must offer it. As they offer it now. The Council deliberates and Ankist awaits their decision. I pray we are strong enough to choose, and stronger still to live with the consequences.

Benevolent Mother, please hear the prayer of your humble servant.

His Royal Highness, King _____, in the Year _____

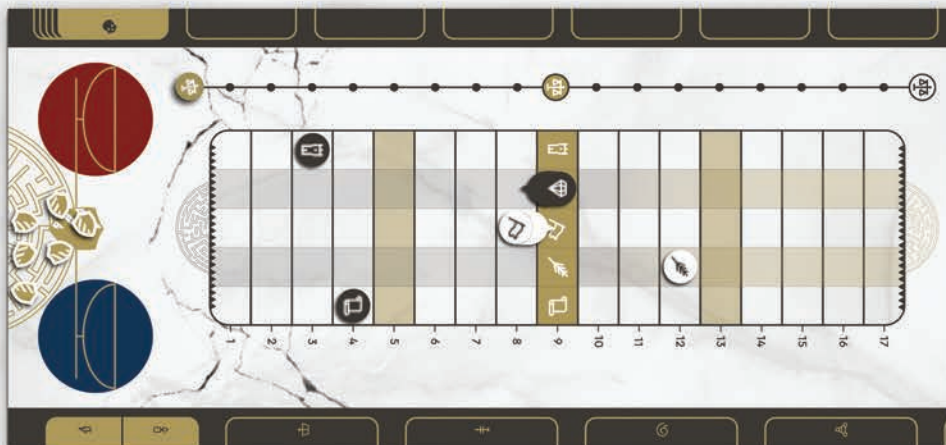


The King's Dilemma is a unique interactive narrative experience from Horrible Games. The creators of *Potion Explosion*, *Dragon Castle*, and *Railroad Ink* have created a legacy-style game unlike any you've ever played. You are the head of one of the great Houses in the Kingdom of Ankist, as well as a member of the kingdom's ruling Council. During play, you and your opponents must come together at the Council table to decide on great matters of state. The stability and well-being of the kingdom is of paramount importance but so, too, is the security and prosperity of your noble family. The Dilemma cards that propel your story provide challenging and morally complex choices. Your responsibilities to both kingdom and family will guide your vote, but you will often be pressed to make tough decisions that will give you pause. The weight of an entire kingdom is on your shoulders!

From game to game, *The King's Dilemma* will provide a complex and branching narrative system that will open and close opportunities.

The choices you and your opponents make will gradually weave a narrative experience over the course of successive games that is unique to your table. The series of envelopes contained within the game will guide the fate of the twelve Houses included, allowing players to drop in and out of the campaign, as needs be. However, the sticker booklet included will confer benefits and penalties to different Houses as they're added, from game to game, to the Chronicle board; as such, playing with the same Houses throughout the campaign in traditional legacy fashion is encouraged.

The King's Dilemma is available now; the Council deliberates and all of Ankist awaits your decision.





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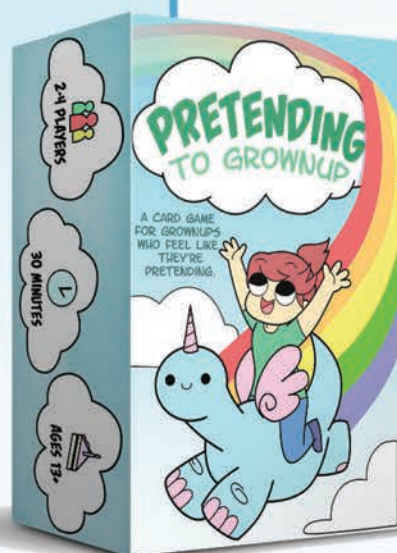
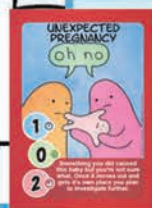


13+

10-20
minMSRP
\$24.95

PRETENDING TO GROWNUP™

A CARD GAME
FOR GROWNUPS
WHO FEEL LIKE
THEY'RE
PRETENDING.



Pretending to Grownup®

Are you technically a grownup but don't feel like it? Pretending to Grownup® is a casual card game with over 100 unique cards featuring common grownup situations. You'll be facing these problems and using your time, money and energy scores to win "Grownup Points". But some cards feature a silly creature called a "Unipegasaurus", which lets you bend the rules with the power of your imagination! Whoever said being a grownup was difficult never pretended this hard. So it's okay you aren't exactly a grownup, your secret's safe with us!

Card Game • Ages 13 & Up • Available Now • Model No. 2301

Blood & Plunder

No Peace Beyond the Line



28 MM HISTORICAL MINIATURES GAME

Set during The Golden Age of Piracy

Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.

Rescue at La Chua

(A GTM-EXCLUSIVE BLOOD & PLUNDER SCENARIO)

SPANISH FLORIDA, MAY 1682

After an aborted attempt at sacking St. Augustine, a group of French and English Buccaneers has been roving the coasts of Florida. Experiencing some success against the Spanish in Apalachee, the confident buccaneers move inland to raid an unsuspecting Hacienda in La Chua via the San Martin (Suwanee) river. The residents of La Chua are unable to put up any kind of resistance and the Hacienda is sacked. The owner, Tomás Menéndez Márquez y Pedroso, is taken as a hostage! As the buccaneers retire with their plunder, several local Apalachee caciques launch a rescue attempt by setting up an ambush for the buccaneers.

In this scenario, the Buccaneers attempt to escape with their hostage and survive the Apalachee ambush!

SETUP

The entire 3' x 3' board is land terrain. The East and West thirds (1') of the map are treated as an area of rough terrain that provides cover. Limited visibility rules are in effect for those areas with visibility limited to 6". The center 1' area of the board represents a seldom-used trail and as such should have no terrain pieces that block Line of Sight.

SCENARIO RULES

The Hostage: The hostage is a non-combatant model that must be attached to a non-mounted unit in the defender's Force at the start of the game. The hostage gains the Experience Level, Skills, and Special Rules of the unit, but not the weapons.

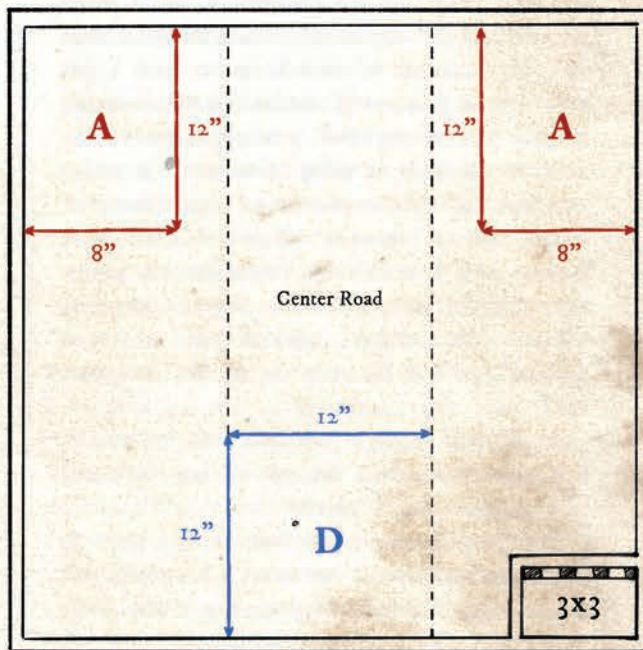
The hostage cannot make a Ranged Attack or participate in Melee Combat, and may not be removed as a casualty. If the hostage is the last model in the unit, it remains on the table and may be captured by a unit. A unit captures the hostage by moving into base contact with the hostage while it is not attached to a unit and spending an action to add the hostage to the unit. An unattached hostage cannot have fatigue or reload markers.

DEPLOYMENT

The defender deploys their units up to 12" away from the south table edge and within the center third (1') of the map. Then, the attacker deploys their units up to 8" away from the east or west table edges and up to 12" away from the north table edge. Half of the attacker's units (round up) are deployed using the Reserves scenario special rule.

GAME LENGTH

6 turns



OBJECTIVES

- Attacker gains 2 Strike Points at the end of Turn 4, 5, and 6 if the defender is still in possession of the hostage.
- Defender gains 2 Strike Points at the end of any turn that the attacking force possesses the hostage.

Play this scenario out of the The Native Americans & Unaligned Nationality boxes with the following lists:

ATTACKER - Southeastern Woodland Tribes 99 pts

Experienced Northern Tribes Commander - 15pts

7 Young Warriors 28pts

4 Warrior Archers 20pts

4 Warrior Archers 20pts

4 Warrior Musketeers 16pts

DEFENDER - Brethren of the Coast 100 pts

Untested English Buccaneer Commander 0pts

4 Flibustiers - 24pts

4 Flibustiers - 24pts

4 Freebooters - 24pts

4 Forlorn Hope - 28pts

The holiday season is upon us, and gamers are on the hunt for the best deals, the hottest products, and, of course, the perfect presents for all the loved ones in their lives. Luckily, our team at Cryptozoic has compiled a comprehensive Holiday Gift Guide of our tabletop games to help you find just what you're looking for at varying price points. Whether you're into party games, competitive games, or hardcore hobby games, we've got you covered!

STOCKING STUFFERS (\$13-\$15)

CHALLENGE OF THE SUPERFRIENDS CARD GAME (CZE 27718)

The Superfriends have gathered at the Hall of Justice to take on the challenge of thirteen of the most sinister villains of all time. Play your cards right and you'll defeat the Legion of Doom! Based on the classic animated TV show, *Challenge of the Superfriends Card Game* utilizes Cryptozoic's new GRYPHON card game engine to deliver a fast-paced, easy-to-learn tabletop experience. The game features simultaneous play: 2 to 4 players play their cards at the same time to capture Super-Villains. The simple, addictive gameplay rewards both luck and strategy as cards call forth allies or Super Powers that can change the outcome. Fans can play as Superman, Batman, Wonder Woman, or Aquaman, with new art based on the classic TV series. This game is perfect for any fan of the DC Universe looking for a quick and fun gaming experience! (\$15.00)



RICK AND MORTY: LOOK WHO'S PURGING NOW CARD GAME (CZE 27732)



Get ready to unleash your purging instincts with Rick and Morty as you fight to survive the annual purge festival on an alien planet. Play your cards right and you'll make it out alive! Based on the popular episode of the TV show, *Rick and Morty: Look Who's Purging Now Card Game* utilizes Cryptozoic's new GRYPHON card game engine to deliver gameplay that unfolds at light-

ning speed and is easy to learn. The game features simultaneous play: 2 to 4 players play their cards at the same time to rack up kills during the annual "Festival." The simple, addictive gameplay rewards both luck and strategy as Weapon Cards (found items or Rick's inventions) lead to effects that can change the outcome of the game. Fans can play as Rick, Morty, and others with art from the unforgettable episode of the show. This game is perfect for any fan of *Rick and Morty* looking for a fast, fun gaming experience. (\$15.00)

DC DECK-BUILDING GAME CROSSOVER PACK 8: BATMAN NINJA (CZE 27756)

Based on the *Batman Ninja* animated feature, this expansion for the popular *DC Deck-Building Game* series is set in feudal Japan and allows 2-5 players to become Super Heroes who battle Super-Villains in giant castles that come to life. Moreover, it introduces cards with the keyword "Ninjutsu" that provide effects that can be invaluable to victory, particularly when the Super-Villains merge to form one final challenge. This expansion is great for any fan of our *DC Deck-Building Game* line, but make sure you have the base game first! (\$13.00)



PARTY GAMES (\$25-\$30)

PANTONE: THE GAME (CZE 26698)



In this easy-to-learn competitive party game, 2-20 players try to recognize characters from pop culture who are represented only by abstract arrangements of colors, inspired by Pantone™, the world's leading color expert. Designed by Scott Rogers (*Rayguns* and *Rocketships*, the *God of War* video game series), the game garnered glowing reviews from many outlets, including highly regarded podcast and YouTube channel *The Dice Tower*. This game is perfect for playing with family and friends during the holidays, and would make a perfect gift for any special graphic designers in your life! (\$30.00)

SPYFALL: TIME TRAVEL (CZE 27879)

In this latest social deduction card game in the popular *Spyfall* series, 2-8 players take on roles in memorable locations from history, as well as some futuristic locations. In the intense timed rounds, the non-spy players ask questions and give answers to deduce which one of them is the spy without giving away the location, while the spy player tries to figure out the location before his or her identity is revealed. The locations include the Colosseum, the French Revolution, Leonardo's Studio, and a Lunar Base, among many others across time. (\$25.00)



COMPETITIVE GAMES (\$40+)

EPIC SPELL WARS™ OF THE BATTLE WIZARDS: ANNIHILAGEDDON DECK-BUILDING GAME (CZE 28043)



The first *Epic Spell Wars* deck-building game features the trademark over-the-top, mature humor and art that fans have come to expect from the series. It utilizes Cryptozoic's Cerberus Engine in innovative ways as 2-5 players become Wizards and try to buy magical Spell, Wizard, Treasure, and Creature cards — among other card types — in order to defeat their opponents and become the Annihilageddon Tournament Champion. (\$40.00)

DC DECK-BUILDING GAME: REBIRTH (CZE 02706)

This entry in the popular *DC Deck-Building Game* series breaks fresh ground with linked Campaign Scenarios, character progression, and character movement between iconic locations. In the game, 1-4 players become members of the Justice League and move their standees to find cards for their decks and defeat dastardly Villains. Each Scenario includes special rules, new cards, and different locations. You can play cooperatively, competitively, or solo! If you or someone you know is a fan of the *DC Deck-Building game*, this would make a great addition to their collection. (\$50.00)

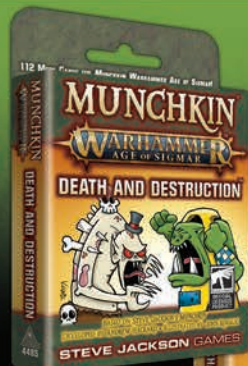


THE COMPLETE MUNCHKIN[®] WARHAMMER[®] EXPERIENCE!

KILL SOME MONSTERS AND STAB YOUR COMRADES IN
THE GRIM DARKNESS OF THE FAR FUTURE!



EXPLORE THE MORTAL REALMS . . . BY KILLING MONSTERS,
STEALING TREASURE, AND STABBING YOUR BUDDY!



STEVE JACKSON GAMES
munchkin.game



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CUTTHROAT CAVERNS: ANNIVERSARY EDITION

SND 0047 \$34.99 | Available Now!

Cutthroat Caverns remains one of my best-loved creations. It was one of the early semi-coops and has a rather infamous reputation for its back-stabby nature. From the moment the concept occurred to me, devising all the twisted enticements luring players to betray one another, often against their own long-term best interests, has put a smile on my face — not to mention watching players reliably fall prey to its siren song, time and again. But the story behind the game is almost as enjoyable.

Back in the early 80's, I got into role playing games. My high school group consisted of myself and six young women, which would be surprising enough today, but was largely unheard of back then. This is important context, because as a result our DM created games that were richly story and relationship driven. We were drama club kids, so it was more about dialogue than encumbrance and miniatures tactics. The games played out like novels. Everyone was Lawful Good or at least CG. If you found a magic item, by gods, it went to the person who could wield it best. The tone and timbre was very Tolkien-esque with a dash of Piers Anthony. For four years, this joyful haven was my home... and all I knew of role playing.

So, imagine my horror when I got to college and joined a D&D group with guys from the dorm. Halfway into the session, as my own party plotted against and murdered an NPC sent to help us by dropping rot grub on his drunken, passed out eyelids — simply as leverage, I knew that nothing the DM could dish out would ever be as dangerous the people I was adventuring with. It was this feeling of dread and distrust, that I wanted to capture and extend through the entirety of the game that would become *Cutthroat Caverns*.

Thematically, I leaned on the story of Boromir, with the discovery of an artifact so powerful that its corrupting influence would cause a party that must work together to survive, to betray one another, for



small gains, that in the end would earn them the right to wield the one relic. It would go to the player who landed the killing blow on the most creatures. This made the thrust of the game about kill-stealing, for the ultimate reward. Mechanically, I knew that dice were the last thing I wanted in the game, first because it was so well trodden territory, but more importantly I wanted your combat swings to be under your control — a passive aggressive style of fighting, where you could swing less hard if it wasn't going to score you the kill, biding your time. Or even rob someone of a kill by spoiling their attack, hoping you would get another chance next round. But the more you mess with each other, creatures live longer, do more damage and you all get closer to death. This was the dynamic tension I needed, this delicate balance between needing to work together and being completely out for yourself.

But the real fun part came in developing the Encounters. Each is a delicious, insidious honey trap, designed to give individuals rewards at the peril of the entire group. Each is unique and teases out bad behavior in slightly different ways. Avoid being damaged, at the cost of increasing the damage everyone else receives, for example. And what is most remarkable to me is given the very few mechanical variables in the game, that we have





crafted over 120 Encounters and none play quite the same. Starting with our second expansion, fans contributed their own amazing ideas. It just kept growing, getting harder, deadlier and more fun.

Which brings us to our *Anniversary Edition*. It presented the opportunity to revise the base game after 12 years of constant play, design experience and fan input. All the beautiful new artwork aside, I wanted to make the game better for a more modern audience. We gave a power boost to roughly a third of the weaker base game creatures, as fans over the years have always pushed us to make the game even deadlier, while we also tightened the rule book and keyword usage. The indented two-ply boards, that perfectly hold the life tokens, were a reaction to years of fans wishing the glass beads couldn't be so easily bumped out of position. Likewise, the new variable play length rules allow players to adjust the game to a 40, 60 or the traditional 90 minute game session. That flexibility makes the game feasible to play any time, even during a short lunch break.

This edition also allowed me to put into the base game things that were developed for our expansions over time. The Epic Finish rules, from the 5th expansion, assure that the last battle will be dramatic, as each player chooses their favorite 'boss' from their entire collection and one is drawn at random from them to face as the final Encounter of the game. But I also wanted a way to get Relics into the base game. They were first introduced in our 2nd expansion, and created powerful enduring abilities for characters, that don't fade like the one-use potions of the original base game. I devised a simple 'treasure room' rule after your first Encounter to dole a few out, so we could avoid complicating the base game with Event cards. And I couldn't help but add two new Encounters to the mix. Goblin Dragon's strikes get stronger during a round if the party doesn't keep increasing the damage



values of their attacks. Where Shadow Morph lets players get more aggressive with each other, allowing a card bearing a character's portrait to be discarded to redirect damage to that player, as many times as people wish to discard those cards (and potentially cripple their hands).

Most of my designs set out to create a mood, elicit some sort of emotional response and create an immersive experience that takes you outside of yourself and into the world of the game. For this reason alone, I find *Cutthroat Caverns* endlessly fascinating and hilarious. But the humor comes directly from the length people will go to in order to win. The glee people take in pulling off utter betrayals, even at the risk of their own lives. It doesn't seem to matter who sits down to play, from the cutest little kid to the most grizzled gamer, the game sets out conditions and reward systems designed to reliably elicit 'bad behavior' within the narrative of the game. Another player's shocking misfortune can lead to the cursing of your

name and an eruption of laughter from the group. And why not? It can be fun to be the bad guy in the story. The moments it creates are memorable and tales of the betrayals at the hands of your friends have often been recounted for years. Perhaps that's why the game has endured. I set out to recreate a feeling that stuck with me to this day and it remains one worth sharing. Trust No One.

...

Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. His new line, *Smirk & Laughter*, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



GLOOM OF THRONES

ATG 1335 \$24.95 | Available December 2019!

Gloom of Thrones, the December release from Atlas Games, brings the misery of *Gloom* to the Umpteen Kingdoms of Eastereg. Wrest control of a noble family, make their lives miserable in every way, and deliver them to their ultimate fate. Which is, of course, death.

As your characters seek a moment of respite on the Porcelain Throne, your goal is to plague them with horrible mishaps like being Seduced by a Sibling or Tumbled from a Tower, while filling the lives of the other noble families with happy events like weddings and family reunions that will raise their Self-Worth score. The player with the lowest-scoring, most tragedy-afflicted family wins! When you aim for the Porcelain Throne, you'd best not miss...

Today, we're answering your most common questions about *Gloom of Thrones*.

Is this an expansion for *Gloom*?

Gloom of Thrones is a standalone game in the *Gloom* series. It can be played by itself or combined with other *Gloom* games.

Does *Gloom of Thrones* have the same clear cards as other *Gloom* games?

Yes, it does. See-through cards make it easy to keep track of each Character's score — and their transparent machinations.



How do you win?

Just like in other versions of *Gloom*, the game ends when one family is completely eliminated. However, the first player to kill their family may not be the winner! After the game ends, each player totals the visible Self-Worth points on each of their *dead* Characters (living Characters don't count). The Porcelain Throne card is worth an extra -30 points, even if the reigning Character is still alive. The player with the lowest Self-Worth score is the winner.

How many people can play *Gloom of Thrones*?

Gloom of Thrones was designed for 2-4 players, each with five Characters in their family. To add a fifth player, reduce the families to four Characters and use the leftover cards to make a fifth family. Or, take turns choosing Characters until each player has a family of four.

How long does a game take?

A game of *Gloom of Thrones* usually takes 45-60 minutes. Telling your Characters' tales of woe is what makes this game take about an hour — but it's also the best part! To play a shorter game, just remove one or two Characters from each family.

Can I choose my Characters or am I stuck with the pre-built families?

Normally, each player chooses a pre-built family of five Characters (all of which have a matching family sigil in the top corners). But if all players agree, the group can mix and match Characters to make new families. You can use any drafting method; the important thing is that every player ends up with the same number of Characters.

Can I play *Gloom of Thrones* with my other *Gloom* games?

Yes! *Gloom of Thrones* can be combined with all other *Gloom* games, base or expansion!

To combine games, remove all the cards that don't get shuffled into the deck, like Characters and the Porcelain Throne. Then, shuffle together the remaining cards. Have each player choose a family of five Characters from the combined pool.

If you ever want to separate out your *Gloom* games, each card has unique game-specific deck icon in the lower left corner for easy sorting.!

Do you have any strategy tips?

Gloom of Thrones isn't really a strategy game — it's all about telling stories of ridiculous tragedy and transparent parody. With that said, here are a few ways to score high while doing so:

- There are three spots where points appear on a Modifier card: top, middle, and bottom. These correspond with the rarity of the cards, from most common to least. Therefore, a Modifier card that affects the bottom space is the most valuable.
- Discarding cards may help you if you have a bad hand.
- Killing an opponent's Character prevents him or her from placing any more Modifier cards on that Character. It can be worth it to kill a Character with a negligible Self-Worth score, like -5.
- In *Gloom of Thrones*, controlling the Porcelain Throne lets you play an Untimely Death card on an opponent as your second action. It's also worth -30 Self-Worth points.

How do I play these promo cards?

This issue of *Game Trade Magazine* comes with one of four exclusive promo cards to play with *Gloom of Thrones*. There are two Event cards you may have gotten: Game of Trades and Coffee Cup Out of Time. These can be played once, have special effects listed on the card, and must be discarded immediately after being played.

Your copy of *Game Trade Magazine* could also include two Untimely Death cards: Shot by a Scorpion or Went Dark In the Night. These cards bring a Character's woeful tale to a close, turning a worthless living Character into a valuable dead one. Remember, once a Character has died, their Self-Worth score is locked in permanently and they are removed from play.

Gloom of Thrones comes out in December, but if you're eager to get your promo card to the table, don't worry! They can be combined and played together with the other *Gloom* games.

Pick up this gloomy game at your friendly local game store, grab your promo cards, and settle in for some delightful regicide!

...

STAR WARS

LEGION



**“ WE SEEM TO BE
MADE TO SUFFER.
IT’S OUR LOT IN LIFE. ”**

—C-3PO, Star Wars: A New Hope



CRASHED ESCAPE POD
BATTLEFIELD EXPANSION

SWL43 \$39.95

FANTASYFLIGHTGAMES.COM/SWLLEGION

Full contents not shown.

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IN THE GRIM DORKNESS OF THE FAR FUTURE, THERE IS ONLY JOHN KOVALIC

MUNCHKIN: WARHAMMER AGE OF SIGMAR

SJG 4484..... \$29.95 | Available November 2019!

John Kovalic has been involved with Steve Jackson Games since he illustrated 20 cards for *Illuminati New World Order* in the mid-1990s. Other work featuring John's art includes *Murphy's Rules* and *Chez Geek*. In 2001, his talents were applied to a card game called *Munchkin*. Since then, he has drawn more than 7,000 unique *Munchkin* cards, including 800 cards for *Munchkin Warhammer 40,000* and *Munchkin Warhammer Age of Sigmar*, plus their accessories and expansions.

As the person who wrote the *Munchkin Warhammer* sets, I wanted to get John's take on the illustration process, how this project differed from other *Munchkin* games, and similar questions of ultimate import. Plus, any excuse to chat with John is a good one!

AH: Since 2001, you've drawn thousands of *Munchkin* cards. How do you keep things fresh when you get a new assignment?

JK: I try to go into each *Munchkin* project with the goal of doing better than I have before. You guys give me a lot of leeway with the art — which I appreciate. It lets me add visual puns and call-backs, so there's a lot of creative freedom involved in drawing *Munchkin*. Possibly my favorite part of any project is the character design phase — before any cards are actually drawn, I try and work out what the main characters will look like. The Kharadron Overlords, for example. I had a blast with them. Steampunk Sky Pirate Dwarfs? How can you not enjoy that?

AH: What attracted you to *Munchkin Warhammer 40,000* and *Munchkin Warhammer Age of Sigmar*?

JK: The sheer Grim Darkness of the *Warhammer 40,000* setting made it a perfect foil for a *Munchkin* comic take. I've been a huge Games Workshop fanboy since I set foot in their first store, in Hammersmith, London, in the late 1970s. The old "Beakie" space marines just delighted me. I've played *Warhammer Fantasy*, along with associated games like *Man-O-War* and *Blood Bowl*, since forever. So it's not like I had to be sold on the project. I believe I let out a "whoop" when [SJ Games CEO] Phil Reed first told me about it.

AH: Drawing for games is always a collaborative process, and drawing for a licensed game is even more so. Tell us about how this collaboration looked on the *Munchkin Warhammer* sets.

JK: The Games Workshop folks have been wonderful to work with. Just absolutely delightful. You always go into a licensed game with a little bit of trepidation. There's always the chance that a new licensor could be hellish to work with. But that was the exact opposite, here. Early on, I tried some very silly things with the Nurgle plague marines — adding weather vanes on their mish-mashed armor, for example. Every time I tried to get a little bit sillier, and every time the



Games Workshop folks approved it! It was almost as if they were daring me to be as ridiculous as I could. I loved it.

AH: Was it difficult to balance your own projects with the demands of the *Munchkin* games?

JK: I used to be better at it, to be honest. But I think I've got a handle on it, again. Both the *Dork Tower* Patreon (patreon.com/kovalic) for the online strip (dork-tower.com) and the "Tao of Igor" Kickstarter for the newest *Dork Tower* collection have taken *Dork Tower* off of the back-burner, where it's been for several years, and placed it front-and-center, again. Back in the day, I was better at juggling — I could work on *Munchkin* in the morning, then switch to *Dork Tower* comic book pages in the afternoon. These days, I prefer spending a whole day on one project to keep focused. Also: I'm much better at scheduling, being honest both to my business partners and myself about my time commitments and what I might be able to get done.

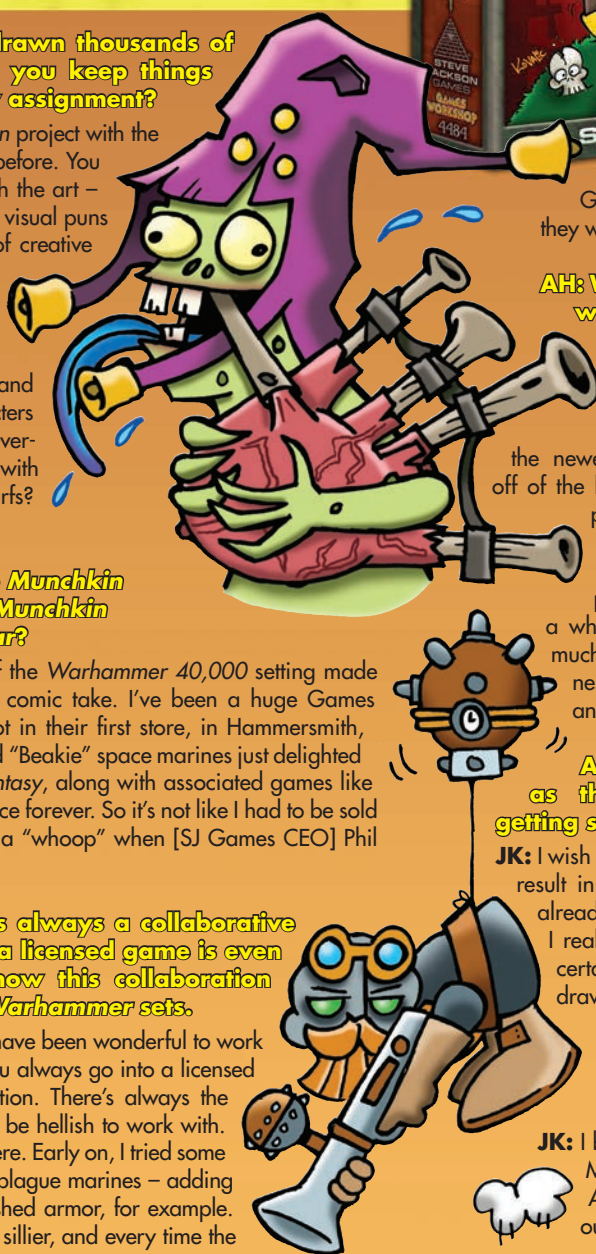
AH: What do you wish you had known as the *Munchkin Warhammer* project was getting started?

JK: I wish I had known that drawing a ton of Chaos cards would result in me buying yet another Games Workshop army! I already had Imperial Fists and Ork forces for 40,000 — I really didn't think I needed anything new (hah!), and I certainly was never that interested in Chaos before. But drawing the Sloppity Bilepiper did me in... I am now the proud commander of a Nurgle army. (It's set up behind me for a game, as I type this.)

AH: Any last words for the fans?

JK: I believe it was a very wise man who once said, "PLAY MORE GAMES!"
Also: thank you from the bottom of my heart for buying our silly, silly stuff!

ooo



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #239

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 239 \$3.99

9TH LEVEL GAMES



THE EXCELLENTS RPG

The all new RPG from the makers of *Kobolds Ate My Baby!* ITS TIME TO PRINCESS UP! You've earned a sword! You've won a crown! Now you have a responsibility to help keep Awesome World awesome and safe. Are you PRINCESS enough?! A game about being Excellent Princesses in an AWESOME cartoon world. *The Excellents* is great for a one session pickup game or for an entire campaign. This game book has everything that you need to play except polyhedral dice and some friends. Includes two ready to run adventure scripts and five ready to go Excellent Princesses! And did we mention these Princesses are in a band?! Scheduled to ship in November 2019.

9LG 8200 \$12.99

ANGRY HAMSTER PUBLISHING



AFTERLIFE: WANDERING SOULS RPG

Afterlife: Wandering Souls is a macabre fantasy game set in surreal plane known as the Tenebris. You take on the role of a Wanderer - someone who died, but didn't end up in Heaven, Hell, or any other traditional afterlife. Devoid of any memories of your life on earth, you find yourself in an endless desert filled with gateways. Search different planes of existence for clues of your former life - or a semblance of one. Along the way you'll encounter strange inhabitants, alien cultures, and other humans who've lost all hope and are bent on destroying you. Scheduled to ship in November 2019.

AHP 3003 \$37.00



FAMILIARS OF TERRA RPG

Familiars of Terra is a tabletop roleplay game set in Terra, a fantasy world in which every person has an animal familiar. As a heroic Seeker you travel the lands with your familiar healing the devastation of a war which left nations scarred and people scattered. Be a beacon of hope ushering in a new era for Terra. Help restore the land to its former beauty, bond with your familiar and discover your joined destiny, become a hero people will sing about for years to come! Scheduled to ship in November 2019.

AHP 2002 \$30.00



WITCH: FATED SOULS RPG

WITCH: Fated Souls is a dark, modern fantasy, tabletop role playing game that centers around Fated-witches and warlocks who sold their soul to a demon in exchange strange new magical powers in return. Those powers unlocked world hidden within our own, with its own rules and governed by an ancient Council. Delve into strange magic, dark powers, and reclaim your character's soul before it is too late. Scheduled to ship in November 2019.

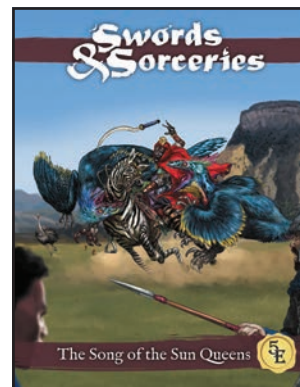
AHP 1001 \$35.00

ARC DREAM PUBLISHING

THE SONG OF THE SUN QUEENS (5E)

Written by Shane Ivey and illustrated by Kurt Komoda, *The Song of the Sun Queens* is a 2nd-level adventure for the Fifth Edition of the worlds most popular fantasy role-playing game. *The Song of the Sun Queens* can be played in any fantasy world you choose. It also fits well in the *Broken Empire*, a world of ancient mysteries, perils, power, and corruption featured in the *Swords & Sorceries* adventure line by Arc Dream Publishing. Scheduled to ship in November 2019.

APU 4003 \$14.99



ARES GAMES

BATTLESTAR GALACTICA: STARSHIP BATTLES - SPACESHIP PACK

Scheduled to ship in December 2019.



APOLLOS VIPER MK.VII

AGS BSG105C \$16.90



VIPER MK.VII (PEGASUS)

AGS BSG105A \$16.90



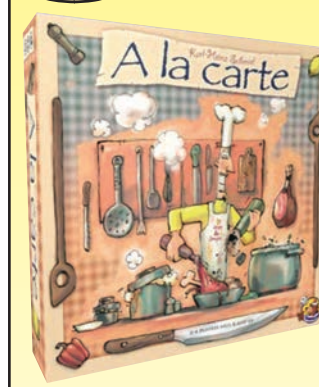
VIPER MK.VII (PEGASUS/VETERAN)

AGS BSG105B \$16.90

ASMODEE EDITIONS



FEATURED ITEM



A LA CARTE

In *A La Carte*, players take on the role of chefs looking to season their dishes, attain the right heat, and complete various recipes. Scheduled to ship in December 2019.

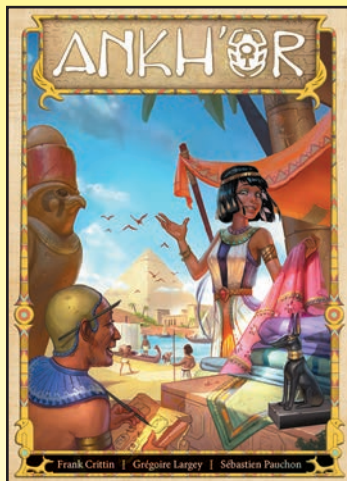
ASM HG101E \$39.99



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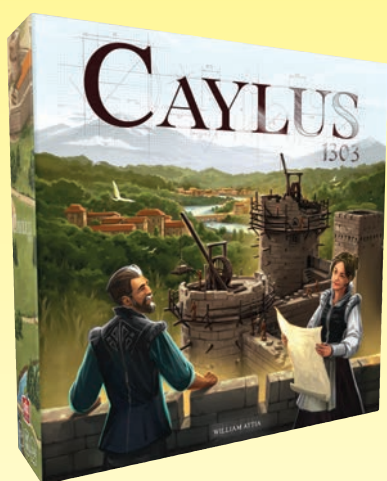
ANKH'OR

Ankh'or takes place in ancient Egypt where players need to be savvy in the marketplace and a skilled builder if they want to get ahead. Scheduled to ship in December 2019.

ASM ANK01 \$24.99



FEATURED ITEM



CAYLUS 1303

The classic worker placement game is back, in a modern, streamlined and augmented version, designed by the original Caylus development team! Scheduled to ship in December 2019.

ASM CAYL01 \$49.99



FEATURED ITEM



CEYLON

In Ceylon, players take on the role of the pioneers who developed the Ceylon tea industry.

ASM LDNV01 \$49.99



FEATURED ITEM



IMAGINEERS

A board game about engineering amusement rides and roller coasters. Scheduled to ship in December 2019.

ASM IMA01 \$49.99



FEATURED ITEM



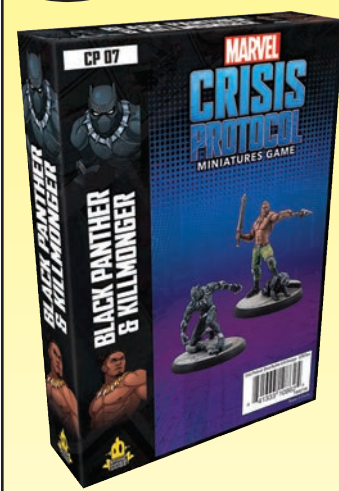
LIVING PLANET

In the not-too-distant future, a new planet, rich in resources has just been discovered, and major corporations are chomping at the bit to mine it for profit. The catch? It is extremely unstable and could self-destruct at any moment. Scheduled to ship in December 2019.

ASM LIV01 \$69.99



FEATURED ITEM



MARVEL: CRISIS PROTOCOL - BLACK PANTHER AND KILLMONGER CHARACTER PACK

King T'Challa is the leader of Wakanda, a technologically advanced nation that houses rich deposits of the precious metal vibranium. A fallen son of Wakanda, Erik Killmonger desires to rule Wakanda. Scheduled to ship in December 2019.

ASM CP07EN..... \$34.95



FEATURED ITEM

**MARVEL: CRISIS PROTOCOL - SHURI AND OKOYE CHARACTER PACK**

Shuri – sister to T'Challa, the Black Panther – has proven herself a hero through her innate genius and fierce dedication to her people. One of Wakanda's greatest warriors, Okoye proudly protects her country's king and his family alongside the Dora Milaje, Wakanda's elite royal guard. Scheduled to ship in December 2019.

ASM CP08EN..... \$39.95



FEATURED ITEM

PARIS: NEW EDEN

The once bustling city hub has been hushed to stillness following an apocalyptic event and your goal is to forge a new future. A clever dice-drafting mechanism allows you to recruit survivors. Over the span of one year, you will continue to build your shelter and overcome the array of obstacles that you encounter along the way. At winter's end, the player who accumulates the most victory points will win the game. The future of Paris is in your hands! Scheduled to ship in December 2019.

ASM PAR01..... \$59.99

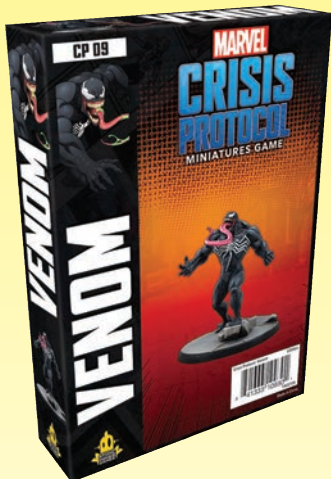


FEATURED ITEM

MARVEL: CRISIS PROTOCOL - VENOM CHARACTER PACK

When disgraced reporter Eddie Brock bonded with an unearthly symbiote, the pair came together to form the terrifying antihero Venom. Scheduled to ship in December 2019.

ASM CP09EN..... \$24.95



FEATURED ITEM

TIME STORIES: REVOLUTION - A MIDSUMMER'S NIGHT

Rediscover the T.I.M.E. Stories universe with T.I.M.E. Stories Revolution, a new cycle of missions! The game rules have changed, but the Agency's commitment to preserving humanity and the space time continuum certainly hasn't. 4951 AT: T.I.M.E. Stories Revolution: A Midsummer's Night is the next scenario in the new Revolution cycle. Scheduled to ship in December 2019.

ASM TS12..... \$34.99



FEATURED ITEM

**OGRE UNDER**

Each player controls a merchant and a donkey who are transporting goods across an ogre-infested bridge, headed for the market in the city.

ASM OGR01..... \$19.95



FEATURED ITEM

TIME STORIES: REVOLUTION - EXPERIENCE

In Experience, players find out what takes place between the missions of T.I.M.E. Stories Revolution. They improve their agents' skills, exert influence on upcoming events, make crucial decisions to protect the Timeline, spice up their missions, and crack the secrets of the T.I.M.E. Stories universe! Scheduled to ship in December 2019.

ASM TS10..... \$24.99





FEATURED ITEM



TIME STORIES: REVOLUTION - HADAL PROJECT

2099 NT: While a terrifying virus is devastating the world's population, a scientific base immersed in an oceanic abyss makes a strange discovery that could decide the future of humanity. Conduct an in-depth investigation and crack the secret of the *Hadal Project*. Features new, streamlined rules perfect for new players and fans of the original cycle. Scheduled to ship in December 2019.

ASM TS11 \$34.99



NEVER BRING A KNIFE

It was the critical moment in the heist of a lifetime when you found out the gang was compromised. Now it's undercover cops and hardened criminals in a desperate shootout...and no one knows who's who. As bullets fly, your job is simple but dangerous as hell: Find out who's on your team by figuring out who's shooting who, keep your head down to avoid catching a bullet, and don't tip your hand no matter what side you're on. If you love misdirection, fast gameplay, and modern action movies this is the game for you.

ATG 1450 \$17.95

AVALANCHE PRESS

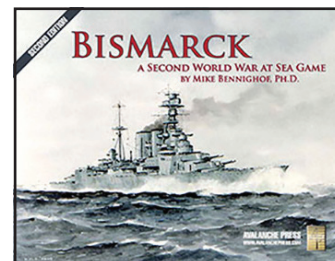


PANZER GRENADIER:

GROSSDEUTSCHLAND 1944

Faced with overwhelming enemy numbers, the German Army formed the elite Panzer Grenadier Division Grossdeutschland to spearhead counter-attacks. The division's actions in Romania during the spring of 1944 are still used as teaching examples in military academies around the world. Scheduled to ship in December 2019.

APL 0864 \$24.99



SECOND WORLD WAR AT SEA:

BISMARCK SECOND EDITION

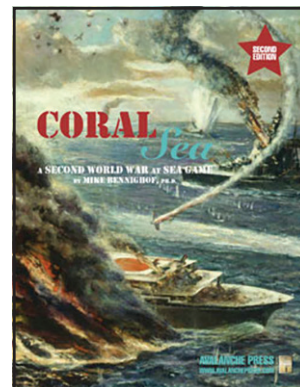
The *Second World War at Sea: Bismarck Second Edition* covers the famous hunt for Bismarck, the battleship, but also all of the other German commerce raids into the Atlantic between the fall of 1939 and the summer of 1941. Bismarck includes a large operational map covering the North Atlantic Ocean, plus 490 playing pieces and a set of full-color play aids. *Bismarck's Second Edition* comes with the *Second World War at Sea Second Edition* series rules, featuring full-color player charts and set-up cards. Scheduled to ship in April 2019.

APL 0054 \$74.99

SECOND WORLD WAR AT SEA: CORAL SEA INTRO EDITION

History's first carrier battle introduced a new form of warfare, and also introduces the *Second World War at Sea* game series. American carrier pilots turned back the Japanese attack on Port Moresby in New Guinea, preventing the invasion of Australia. *Coral Sea* covers the Japanese operations in and around the Coral Sea, the sea, in the early months of 1942. Scheduled to ship in December 2019.

APL 0711 \$44.99



ATLAS GAMES



GLOOM OF THRONES

Gloom of Thrones spreads the misery and suffering of *Gloom* to the ill-fated land of dead monarchs, dead knights, dead brothers, dead sisters, dead heirs, dead grandmothers, dead chambermaids, and almost-dead bastards. Plague your family with horrible mishaps like being Seduced by a Sibling or Tumbled from a Tower, while filling the lives of the other noble families with happy events like weddings and family reunions. The player with the lowest-scoring, most tragedy-afflicted family wins!

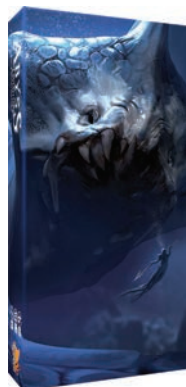
ATG 1335 \$24.95



HEDGEHOG HOP

In the *Hedgehog Hop*, lead your crew into the most spectacular Grand Finale and win. Collect Backup Dancers and make a statement! Every move is a dance step towards victory but be warned, your Hedgehogs are enthusiastic but clumsy so there will be a lot of bumping into each other. A fabulous filler game, collisions and set collection make for quick play, but thoughtful actions.

ATG FB040 \$12.00



ABYSS: LEVIATHAN EXPANSION

News from the outpost is worrying. The Leviathans, these terrifying sea monsters, are converging towards the border and threatening the Kingdom. Will the Allies and the conscripts, mandated by each of the Guilds, contain them? Exploring is now dangerous: fighting is not easy, and fleeing can be even more dangerous but the opportunity is unique to prove your worth and use this influence to gain access to the throne. In *Abyss: Leviathan*, the threat track is replaced by the border board on which Leviathan cards will be placed. Scheduled to ship in November 2019.

PJB ABY05 \$25.00

CONSPIRACY: ABYSS UNIVERSE

Conspiracy: Abyss Universe is a card game set in the world of Abyss. The card deck in the game consists of cards in five colors, with twelve of each color and cards numbered 0-6. Some cards feature pearls, and when you have as many or more pearls as whoever has the pearl majority card, you take this card from them. The game ends as soon as someone finishes their pyramid, then all players score their points. For each color, you score points equal to the largest valued card in your pyramid. Whoever has the highest score wins. Scheduled to ship in November 2019. PJB 011\$20.00



COOLMINIORNOT



FEATURED ITEM



ZOMBICIDE: INVADER - 3D DOORS (11)

Contains 11 doors: 5 neutral and 6 colored.

COL ZCS007\$14.99

CORVUS BELLI

INFINITY

O-12 DICE SET

CVB 285063\$15.49

ARIADNA PAVEL ALEKSEI MCMANNUS, SPETSGRUPPA C (OJOTNIK)

CVB 281109-0797PI

BEYOND WILDFIRE EXPANSION PACK

CVB 280028-0798PI

NA2 DASHAT COMPANY 300 PT. PACK

CVB 280029-0799PI

NA2 KIEL-SAAN COVERT ASSAULT UNIT (MK12)

CVB 280742-0800PI

PAINT SET - COMBINED ARMY

CVB 70241\$32.99

PAINT SET - O-12

CVB 70239\$32.99

YU JING HULANG SHOCKTROOPERS (COMBI RIFLE + LIGHT FT)

CVB 281311-0796PI




CUBICLE 7

THE ONE RING - THE LORD OF THE RINGS RPG: CORE RULEBOOK 2ND COLLECTOR'S EDITION

The Collector's Edition of *The One Ring - The Lord of the Rings Roleplaying* game comes in a beautiful slipcase, adorned with a map of Middle-earth detailed with a spot UV varnish. The core rules are bound in leather and emblazoned with *The One Ring* script picked out in silver foil-stamped Tengwar. The back cover features the translated poem, also detailed in silver foil-stamp. It reads: One Ring to rule them all, One Ring to find them. One Ring to bring them all, And in the darkness bind them.

CB7 1025\$119.99



The classic Spotter game by
Jeroen Doumen & Joris Wiersinga
in an all-new edition

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Arriving October 2019

www.capstone-games.com

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WARHAMMER 40K WRATH & GLORY RPG: CORE RULEBOOK REVISED HC

Cicatrix Maledictum, the Great Rift, has torn the galaxy apart. Time and space have bent and buckled under the warp storm's wrath. Daemons surge into realspace, sowing destruction in their wake. The Imperium of Man has lost contact with untold worlds, and stands on the brink of disaster. This is a game of intrigue and adventure. This is a game of action and carnage. This is a game about the struggle to stop the doomsday clock from striking midnight for an entire galaxy. This is *Wrath & Glory*.
CB7 2600\$59.99



WORLD AT WAR #71: FORGOTTEN PACIFIC BATTLES

Forgotten Pacific Battles is a solitaire game using the standard Fire & Movement (F&M) rules and a series of exclusive rules covering each scenario. There are individual scenarios for the islands of Engebi, Eniwetok, Parry, Guam, Tinian and Angaur. Each scenario can be played separately or as part of two different campaign games. Designed as a solitaire game, the scenarios include instructions for a two player version. Scheduled to ship in April 2020.

DCG WAW-71\$39.99

DAN KRISS GAMES



SIXPENCE BAKERY

Sixpence Bakery is a fun counting game of addition and simple strategies for the whole family! Based on the old children's rhyme 'Sing A Song O' Sixpence' from Mother Goose, each player is a Royal Baker for the King making sure that each pie has twenty-four blackbirds. The first player to complete three pies wins! Scheduled to ship in November 2019.

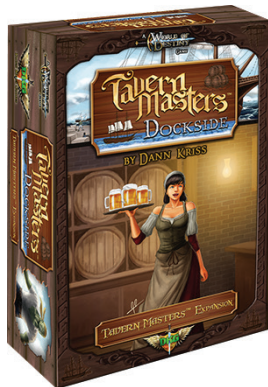
DAK 0006\$24.99



SONGS FROM THE TAVERN CD

Fantasy tavern music for gaming immersion. Scheduled to ship in November 2019.

DAK 0003016\$19.99



TAVERN MASTERS: DOCKSIDES EXPANSION

Add Rum and Sailors to your tavern, play new Songs while Ships come in to Port. Scheduled to ship in November 2019.

DAK 0003017\$24.99

TAVERN MASTERS: TAVERN MENU DECK EXPANSION

Alternate rules & play styles to mix and match. Scheduled to ship in November 2019.

DAK 0003018\$10.99



FEATURED ITEM



TICKET TO RIDE: MAP COLLECTION V7 - JAPAN AND ITALY

Zoom across Japan in a bullet train admiring Mount Fuji through the mist or take the Tokyo subway to your final destination. On this map, you face a dilemma between investing in the Bullet Train network, routes that can be used by all players to complete Destination Tickets, or focusing on your individual tracks. Weigh your options carefully because the players who contribute the most to this shared project will be rewarded with a larger bonus, and players who don't build any Bullet Trains will suffer the consequences! Scheduled to ship in December 2019.

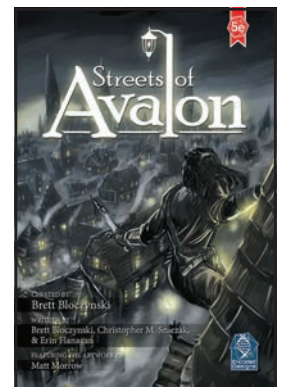
DOW DO7232\$39.99

ENCODED DESIGNS

THE STREETS OF AVALON

Welcome to *The Streets of Avalon*. this Fafrd and the Gray Mouser- inspired, urban swords-and-sorcery city of epic proportions holds adventure, intrigue, and a darkness that comes from its denizens, both above and below. Within the book you'll find tons of flavor in the form of art, sidebars, flash fiction, letters, and quotes from the people who live on the streets of Avalon. *The Streets of Avalon* is a setting book compatible with the worlds most popular roleplaying game. Scheduled to ship in November 2019.

ENC 056\$24.99



DECISION GAMES

MODERN WAR #47: OBJECTIVE NUREMBERG

Objective Nuremberg is the first volume of what will grow to be a series of games, the 7 Days to the Rhine series. Each subsequent single-volume game will use the same system and will be playable alone or mated to other games in the series, with the eventual goal being a mega-monster game covering the geographic entirety of this war across the whole East German and Czechoslovakian border areas. Scheduled to ship in April 2020.

DCG MW47\$39.99



STAR WARS™ X-WING™



SWZ02 - \$39.95

SWZ58 - \$49.95

SWZ60 - \$19.95



SWZ03 - \$29.95

SWZ59 - \$19.95

SWZ63 - \$19.95

SWZ62 - \$19.95

SWZ61 - \$19.95

WAVE VI

The battle for the fate of the *Star Wars* galaxy continues in the sixth wave of expansions for *Star Wars*™: X-Wing! Launch into battle at the controls of eight new ships, including the advanced TIE/ba interceptor and the explosion with wings known as the *Fireball*. Whether you're battling for galactic supremacy or making your way in the Outer Rim, this wave gives you bold new options to assemble your squadrons and continue the fight!

FEATURED ITEM



ARKHAM HORROR LCG: A THOUSAND SHAPES OF HORROR MYTHOS PACK

Delve into the secrets of The House with No Name in *A Thousand Shapes of Horror*, the second Mythos Pack in *The Dream-Eaters* cycle for *Arkham Horror: The Card Game*! After half of your team has seemingly become trapped in the Dreamlands, you decide to force your way into the realm in your physical body instead of traveling there in your sleep. This method comes with plenty of dangers, but it will hopefully prevent you from becoming trapped yourself. Scheduled to ship in December 2019.

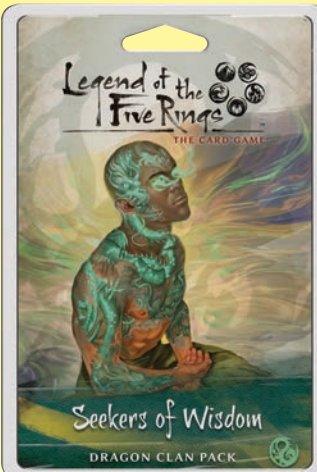
FFG AHC40 \$14.95

FEATURED ITEM

LEGEND OF THE FIVE RINGS LCG: SEEKERS OF WISDOM - DRAGON CLAN PACK

Walk a new path with *Seekers of Wisdom*, a *Dragon Clan Pack* for *Legend of the Five Rings: The Card Game*! *Seekers of Wisdom* contains 78 cards (three copies each of 25 different cards and one copy each of three different cards), designed to increase the options of the Dragon Clan and counter their powerful strategies. In this pack, look for a new stronghold that synergizes with the Dragon Clan's various Monks, Duelists who find themselves outnumbered but not outmatched, and perceptive investigators who always know what to expect next. Scheduled to ship in December 2019.

FFG L5C25 \$19.95



FEATURED ITEM



THE LORD OF THE RINGS LCG: THE CITY OF ULFAST ADVENTURE PACK

Continue your adventures in the far eastern portions of Middle-earth with *The City of Ulfast*, the second *Adventure Pack* in the *Vengeance of Mordor* cycle for *The Lord of the Rings: The Card Game*! This 60-card pack contains an entirely new scenario that sees players infiltrating the Easterling city of Ulfast in search of information on the dastardly Thane Ulchor. Scheduled to ship in December 2019.

FFG MEC79 \$14.95

FEATURED ITEM



MARVEL CHAMPIONS LCG: CAPTAIN AMERICA GAME MAT

This 24x12 slip-resistant game mat gives you plenty of space for your hero's deck, identity card, upgrades, supports, and more while showing off beautiful art! Scheduled to ship in December 2019.

FFG MS13EN PI

FEATURED ITEM



MARVEL CHAMPIONS LCG: CAPTAIN AMERICA HERO PACK

Join the fight for freedom with the *Captain America Hero Pack* for *Marvel Champions: The Card Game*! With his iconic shield made of pure vibranium, Captain America can lead the charge against even the most fearsome of foes, inspiring those around him with legendary valor. Like all *Hero Packs*, the *Captain America Hero Pack* includes a fully-playable deck right out of the box that includes fifteen Hero cards, seventeen cards from the Leadership aspect, and eight neutral cards. Scheduled to ship in December 2019.

FFG MC04EN \$14.95

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FEATURED ITEM



STAR WARS IMPERIAL ASSAULT: RAID MAP - THE GRAY CAP CANTINA

The *Gray Cap Cantina Game Mat* is a 3x3 slip-resistant mat that gives you everything you need to tackle the *Gray Cap Cantina Raid* in the *Legends of the Alliance* app for *Star Wars: Imperial Assault*! Scheduled to ship in December 2019.

FFG SW164 PI



FEATURED ITEM



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STAR WARS: LEGION - CRASHED ESCAPE POD BATTLEFIELD EXPANSION

R2-D2 and C-3PO set the classic *Star Wars* trilogy into motion when they crash landed on Tatooine, and you can play out the early stages of their desperate mission with the *Crashed Escape Pod Battlefield Expansion* for *Star Wars: Legion*! This expansion contains one finely sculpted crashed escape pod miniature, one C-3PO miniature, and one R2-D2 miniature, along with new battle, unit, upgrade, and command cards. The crashed escape pod miniature can be used as a terrain piece to enhance your battlefield or fought over as part of two unique scenarios using the battle cards. Scheduled to ship in December 2019.

FFG SWL43 \$39.95



FEATURED ITEM



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STAR WARS X-WING: 2ND EDITION - DAMAGE DECK

With these *X-Wing Damage Decks*, you can personalize the look of your squadron by replacing this deck with one that matches the colors of your chosen faction. Each deck contains a complete set of 33 illustrated damage cards that correspond to those in the standard damage deck. While the text of these cards might match, their graphic design makes it clear that your squadron belongs to a particular faction. In addition, the cards themselves clearly pinpoint the damaged portion of your ship in Aurebesh on a diagnostic display of one of your faction's starfighters. Scheduled to ship in December 2019.

FIRST ORDER FFG SWZ76 \$4.95
 GALACTIC EMPIRE FFG SWZ73 \$4.95
 GALACTIC REPUBLIC FFG SWZ77 \$4.95
 REBEL ALLIANCE FFG SWZ72 \$4.95
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 SCUM AND VILLAINY FFG SWZ74 \$4.95
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FIRELOCK GAMES

BLOOD & PLUNDER

Scheduled to ship in December 2019.



FARMED FIELD

FGD 0102 PI



PALLISADE FORT

FGD 0101 PI



PIKEMAN UNIT

FGD 0100 PI



SQUARE HOUSE

FGD 0105 PI



THATCHED HOUSE

FGD 0103 PI



TILED HOUSE

FGD 0104 PI



VILLAGE BUNDLE

FGD 0106 PI

FREE LEAGUE PUBLISHING



ALIEN RPG: CHARIOT OF THE GODS ADVENTURE

You don't get paid enough to deal with monsters. But hold your breath, count to three, and play your cards right with this one, and you just might walk away very rich. Oh, who am I kidding? You're all going to die. *Chariot of the Gods* is a complete Cinematic Scenario for the *ALIEN Roleplaying Game* written by sci-fi novelist Andrew E.C. Gaska. Scheduled to ship in December 2019.

FLF ALE009 \$19.99

GALE FORCE NINE



DUNGEONS & DRAGONS RPG: BALDUR'S GATE - DESCENT INTO AVERNUS - AVERNUS MAP

GF9's Official *Dungeons & Dragons* Decent into Avernus Avernus Map has a high-quality vinyl surface, ideal for tracking the progress of your adventures during the campaign. Scheduled to ship in October 2019.

GF9 72793 PI



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DUNGEONS & DRAGONS RPG: BALDUR'S GATE - DESCENT INTO AVERNUS - BALDUR'S GATE MAP
GF9's Official Dungeons & Dragons Decent into Avernus Baldur's Gate Map has a high-quality vinyl surface, ideal for tracking the progress of your adventures during the campaign. Scheduled to ship in November 2019.

GF9 72792PI

GALLANT KNIGHT GAMES



SAVAGE WORLDS RPG: SAGAS & SIX-GUNS

A mash-up of the Old West and the Old Norse, *Sagas & Six-Guns* is what happens when Beowulf takes on Grendel with a pair of six-shooters and his trusty axe. Your heroes will battle everything from cattle rustlers and train robbers, to trolls and maybe even a dragon. You can be anything from a mundane pistolero or gunmaiden, to a runecasting seer, to a Valkyrie cut off from Asgard. Scheduled to ship in November 2019.

GAL RBG001\$24.99

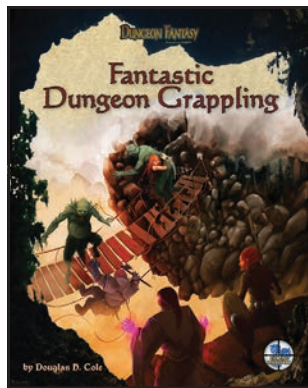


TINY D6: TINY SUPERS

Featuring the near-future comic-inspired GallantVerse (Gallant Knight Games first default TinyD6 setting!), as well as standalone micro-verses, *Tiny Supers* provides you with a toolbox approach and framework to create exciting and easy to run superhero stories at your table! So grab some dice, some pencils, some friends, and get ready for some minimalist, straight-forward, super-heroic roleplaying! Scheduled to ship in November 2019.

GAL 035\$29.99

GAMING BALLISTIC



DUNGEON FANTASY RPG: FANTASTIC DUNGEON GRAPPLING

Eight pages of grappling the way it should be: fast, fun, and well-integrated with the *Dungeon Fantasy RPG* mechanics. *Fantastic Dungeon Grappling* introduces the control damage type first seen in *GURPS Martial Arts: Technical Grappling*, but refined and simplified after years of play in multiple systems. These rules cover everything you need to make grappling awesome, simple, and effective... including grappling traps and magic spells. Scheduled to ship in November 2019.

GBL 0009S\$6.99



DUNGEON FANTASY RPG: HALL OF JUDGMENT SECOND EDITION

Hall of Judgment is part of the Norlond family of adventures for Steve Jackson Games' *Dungeon Fantasy RPG* Boxed Set. It is designed to evoke the feeling of a nordic/viking culture without exactly invoking Norse myth and legend. It features non-linear adventuring for 4-6 250-point characters. Explore a Viking-flavored world trekking through cold, harsh mountains, facing dangerous faerie, and searching for a lost holy place, and the priceless relics within. Easily portable and usable with any *GURPS Fantasy* campaign! Scheduled to ship in November 2019.

GBL 0008S\$27.99



DUNGEON FANTASY RPG: THE CITADEL AT NORDVORN

The Citadel at Nordvorn is a setting for Steve Jackson Games' *Dungeon Fantasy RPG*. It consists of three major settlements, many small villages, at one ruin, and two primary sources of conflict: The Hunted Lands to the northwest of The Palisade, and the Endalaus Forest, to the north and east of Audreyn's Wall. Return to Norlond, a Viking-flavored world with its own history, culture, and expectations. Visit as an outsider, or fresh from a victory rediscovering the Hall of Judgment. Scheduled to ship in November 2019.

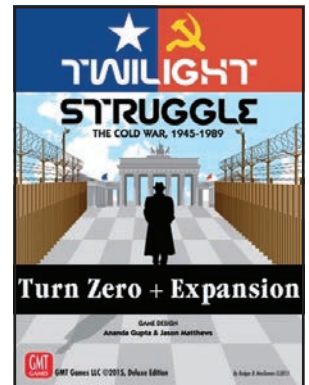
GBL 0007S\$24.99

GMT GAMES

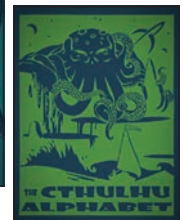
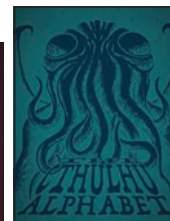
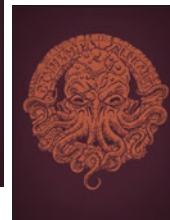
TWILIGHT STRUGGLE: TURN ZERO EXPANSION

For those of you who'd like to expand your *Twilight Struggle* experience, add *Twilight Struggle Turn Zero* and *Promo Packs* expansion. These were initially only offered to backers of the Kickstarter campaign. Based on customer requests, these expansions are going to be recreated, and will be identical to the Kickstarter packs in every way, except that thewe will be printed with card backs in the standard style of the *Twilight Struggle Deluxe Edition* card backs. These can simply be dropped into your existing decks. Scheduled to ship in October 2019.

GMT 1915\$20.00



GOODMAN GAMES



CTHULHU ALPHABET

A is for Angles, B is for Books and C is for Cultists. Game masters of any rule system will find twisted inspiration for creating madness-inducing game ingenuity from ancient, underground worlds. This tome contains haunting text and cleverly authored random tables to help you create necronomic stories of forbidden traits, dangerous powers, and lore transcribed from the ravings of madmen. Beware the fear-provoking illustrations by artists in the thrall of the elder gods that will haunt your dreams. This grimoire is compatible with all fantasy and horror role playing games. Scheduled to ship in November 2019.

REGULAR EDITION GMG 4387\$24.99

BRONZE FOIL GMG 4387M\$34.99

CERULEAN FOIL GMG 4387P\$34.99

LEATHER GMG 4387L\$100.00

GREEN COUCH GAMES

INTO THE BLACK FOREST

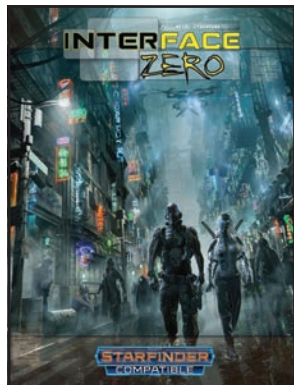
Filled with magic and mystery, Germany's Black Forest is a place of legend serving as the backdrop for the classic tales we've all come to adore. Darkness and danger lurk around every corner, but those who dare to enter the forest and face challenging encounters with creativity and cunning will come out on the other side enriched for having taken the journey... into the Black Forest! *Into the Black Forest* is a new classic card game that provides a challenging puzzle of hand management, planning, and tactical decisions. Fans of trick-taking, area control, and light bluffing will love taking a journey into the Black Forest! Scheduled to ship in December 2019.

GCG 012\$20.00





GUN METAL GAMES



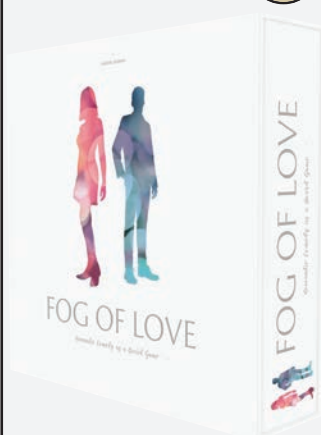
INTERFACE ZERO (STARFINDER)

Dubbed Interface Zero by those who created it, the Tendril Access Processor or TAP downloads the Global DataNet and Hyper Reality directly into the minds of billions of users across the solar system, bringing the world an unparalleled level of interconnectivity, and danger. Malware plagues the Deep, and hackers manipulate the Tendril Access Processor to upload malicious virii, steal secrets, and even the identities of the unwary. This is the world in 2090, omae; lets hope you survive it. Scheduled to ship in November 2019.

GML IZ001\$39.99

HUSH HUSH PROJECTS

SPOTLIGHT ON



FOG OF LOVE

In *Fog of Love*, players will create and play two vivid characters who meet, fall in love and face the challenge of making the relationship work. They play through cute, awkward or dramatic scenes - from buying flowers and taking that first trip to IKEA to meeting the parents and facing threats of infidelity. Players can work together to create a harmonious relationship, or they can secretly decide to break each other's hearts. As the story plays out, they make choices to either stay true to themselves or act selflessly for the sake of the relationship. Scheduled to ship in November 2019.

MALE / FEMALE COVER

HHP 0000\$50.00

FEMALE COVER

HHP 0007\$50.00

MALE COVER

HHP 0008\$50.00

IT WILL
NEVER LAST



It Will Never Last
FOG OF LOVE

FOG OF LOVE:

IT WILL NEVER LAST

You two have nothing in common. How will you navigate a relationship that is doomed from the start? This is *Fog of Love's* most challenging story yet. And it adds 24 new feature cards to the base game to bring new flavor to your characters. Scheduled to ship in December 2019.

HHP 0002\$15.00

PARANORMAL
ROMANCE



It Will Never Last
FOG OF LOVE

FOG OF LOVE:

PARANORMAL ROMANCE

A powerful, cinematic love story that will leave a lasting impression and echo through future plays of the game. It also comes with 24 new occupation cards that you can use in any story. Scheduled to ship in December 2019.

HHP 0003\$15.00

TROUBLE WITH
THE IN-LAWS



It Will Never Last
FOG OF LOVE

FOG OF LOVE: TROUBLE WITH THE IN-LAWS

Your parents have arrived! And they've brought their opinions... Can you juggle keeping them happy, as well as your partner? It's a completely new way to play the game, that makes for even funnier, more relatable stories. Scheduled to ship in December 2019.

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- Clothing and cloth makers
- Microfiber cloth
- Neoprene mats
- Pen and pencil
- Baked goods
- Candies
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- Wood boxes
- Leather goods
- Wood items
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- Porcelain, ceramic, stoneware, glass
- Reflective goods
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IDW
GAMES



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- Draft dice and place them carefully to build up the Towers of Arkhanos and increase your score.
- Learn and use powerful magic spells that allow you to manipulate the dice.
- An easy-to-learn and quick-to-play game where your choices are limited but their repercussions are meaningful.



IDW 01694.....\$39.99

DESIGNER: DANIEL ALVES AND EURICO CUNHA
ARTIST: MARCELO BASTOS AND RODRIGO RAMOS

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TONARI

- 42 gorgeous full-color acrylic tiles and game board by Kwanchai Moriya.
- Set collection scoring with a twist: each player's score is added to their left neighbor's score.
- Game design from Alex Randolph and Bruno Faidutti.



IDW 01656.....\$29.99

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI
ARTIST: KWANCHAI MORIYA

AVAILABLE NOW!



THE TOWERS OF ARKHANOS: SILVER LOTUS ORDER - 5TH PLAYER EXPANSION

BUILD TALLER TOWERS IN THE NEW 5 PLAYER MODE!
A new magic school, the Silver Lotus Order, has arrived at the mystical ruins, allowing a 5th player to join the game and create even taller 3D towers. With them comes a new set of diverse Floor tiles, adding more variety to the game at all player counts!

- 5th player expansion to the best-selling dice drafting game, *The Towers of Arkhanos*.
- Includes all-new Floor tiles adding more game play variety.
- *The Towers of Arkhanos* base game is required to enjoy this expansion.



IDW 01835.....\$24.99

DESIGNER: DANIEL ALVES AND EURICO CUNHA
ARTIST: MARCELO BASTOS AND RODRIGO RAMOS

AVAILABLE JANUARY!

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- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchmen, and defeat the villainous bosses!
- Features 5 highly detailed miniatures.



IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO
ARTIST: MATT FERGUSON & TABLEAFFY

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BATMAN THE ANIMATED SERIES: GOTHAM CITY UNDER SIEGE— MASTERMINDS & MAYHEM

- The first expansion to the award-winning game featuring custom artwork.
- All-new Mastermind cards, including The Joker, Two-Face, and The Riddler.
- Additional ability cards plus new villains on the rooftops and Act Leader mechanics.



IDW 01808.....\$14.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO
ARTIST: JACK LAWRENCE & TABLEAFFY

AVAILABLE NOVEMBER!

BATMAN THE ANIMATED SERIES: ROGUES GALLERY

Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's super villains – the reviled Batman. Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Purchase various gear and accomplice cards on the black market.
- Push your luck at the right moment to attract and defeat Batman.



IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLEAFFY

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IELLO

THE BIG BOOK OF MADNESS: THE VTH ELEMENT

The Big Book of Madness: The Vth Element is an expansion for The Big Book of Madness base game. Your goal remains the same: you must close the book before succumbing to madness. But will you be able to handle the new Dark Matter and Phobias? IEL 51372.....\$19.99

INSIDE UP GAMES

SUMMIT: TEAMS EXPANSION

The Teams Expansion will allow players to enjoy Summit in either the competitive or cooperative mode while working alongside a teammate. No longer a straight take-that or survival game, players will have to plan and work together to make sure their flag remains planted at the Summit, and at least one climber lives to tell the tale. With new player boards, cards (Item, Event and Karma), and square climbing ladder tiles, the Teams expansion will definitely add more depth of strategy, player interaction and exciting stories you will never forget. Scheduled to ship in November 2019.

IUG 005.....\$25.00



IRONGAMES



PACT

By recruiting and playing goblins in Pact, you try to fulfill the tasks as quickly and effectively as possible. You fulfill the tasks alone or together with one of your two neighbors. Therefore, you get a reward while both of you scores at the end of the game. At the end of the year, when winter comes, the fruits of your labor will be visible and the balance of power will be decided. Thematically Pact is a sequel of Pandoria after the goblins have expelled the remains of the five Realms and now have settled the Hiddenlands on their own. Scheduled to ship in December 2019.

IRG 22.....\$24.99



PANDORIA: ARTIFACTS EXPANSION

As the five realms grow and thrive, you discover the remains of an ancient race that once inhabited Pandoria. The ancient artifacts left behind can be reassembled as magical relics to earn further glory for your realm! Pandoria Artifacts includes new terrain tiles with the same terrain on both spots and artifacts that players can collect and trade for valuable relics. Once a region with artifacts in it is closed, the player who did so gains all artifacts. Players can also build mountain castles that block an exit path. Scheduled to ship in November 2019.

IRG 20.....\$24.99



PANDORIA: REALMS EXPANSION

The Spirits of the Ancients who once inhabited Pandoria have been awakened. One ship of Goblins who crashed while pursuing the Five Realms must now coexist with the other realms in this new land. And finally the Fairies, which are gifted with higher powers, who live in forests, in rock caves, at springs or waters. Each player can choose one of these new realms instead of one of the original Five Realms. Each realm adds a new special power that changes the tactics for the player who controls them - and those of the players who must compete with them! Scheduled to ship in November 2019.

IRG 21.....\$9.99

JASCO GAMES

OFFERED AGAIN



O/A BUFFY THE VAMPIRE SLAYER

Into every generation a slayer is born: One girl in all the world, a chosen one. She alone will wield the strength and skill to fight the vampires, demons, and the forces of darkness; to stop the spread of their evil and the swell of their number. She is the Slayer. Help Buffy the Vampire Slayer protect Sunnydale from the forces of evil in this fully cooperative board game.

JAS BUFF01.....\$39.99



O/A BUFFY THE VAMPIRE SLAYER: FRIENDS AND FRENEMIES

Add this expansion to your copy of Buffy The Vampire Slayer: The Board Game, to face off against two new Big Bads, and the Initiatives soldiers with help from six new playable characters!

JAS BUFF02.....\$29.99

JUNK SPIRIT GAMES

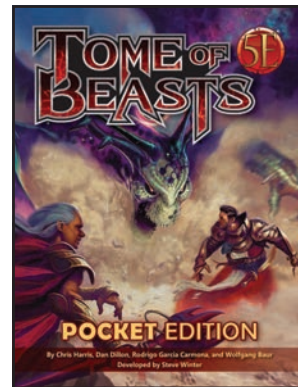


BATTLE OF THE BARDS

Battle of the Bards is a dice-rolling card game with aspects of deck-building set in the fantasy world of Tessoror. Players create performances, recruit bards, and work with their roadies to capture audiences in a race to become the best bard troupe. Scheduled to ship in November 2019.

JSG 04.....\$39.99

KOBOLD PRESS



DUNGEONS & DRAGONS RPG: TOME OF BEASTS (POCKET EDITION)

All the power and originality of the 400+ Tome of Beasts monsters in a handy travel size! This full-color softcover volume includes all updates and errata of the bestselling Tome of Beasts.

PZO KOBTOPE.....\$21.99

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: ASH BLOSSOM



9-POCKET PORTFOLIO

Each Ash Blossom Portfolio includes 10-pages with 9 pockets per page, allowing you to display up to a total of 180 cards! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84681.....\$9.99



CARD CASE

Each Card Case can fit a full Main, Side, and Extra Deck for a total of 70 sleeved cards. It also includes a divider featuring a matching design. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84683.....\$4.99



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GAME MAT

This full-sized, rubber Game Mat is the same size as Game Mats used as prizes in various Konami sanctioned events, so it is perfect to Duel your way to the top. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



SLEEVES PACK (50)

With alternate artwork released for the first time in *Duel Devastator*, you can celebrate the cherry blossom bloom of this joyous Spring early with the Ash Blossom Card Sleeves! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84679.....\$3.99

LEGENDARY GAMES



THE HORSESHOE CALAMITY (PATHFINDER SECOND EDITION)

On the frozen frontier far from civilization, a recently disturbed shrine to an evil god has brought chaos and conflict to a community of centaurs and humans. The humans blame the centaurs greed for the plague of undead, and the centaurs seek a powerful magic item starting with a single horseshoe to put the threat to rest. Will the spirit of chaos bring all-out war or can both sides face down an ancient menace that threatens to destroy them all? *The Horseshoe Calamity* is a 7th-level adventure for the brand-new *Pathfinder Second Edition* that can be played on its own or as a snowy side-trek to a larger winter-themed campaign, including new monsters, new magic items, and more! Scheduled to ship in November 2019.

LGP 344WW05PF2.....\$11.99



LEGENDARY PLANET: BEGINNINGS - A FEAST OF FLAVOR (5E)

A Feast of Flavor includes a variety of encounters to keep the adventurers engaged and thinking on their feet. Whether you end up skipping rocks with the Goblins or deciphering the mystery of Bakewell Tart, this book will have you thinking, laughing, and perhaps even make you a little hungry. The *Legendary Beginnings* product line from Legendary Games is designed to creating exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. Scheduled to ship in November 2019.

LGP 325LB075E.....\$16.99



LEGENDARY PLANET: CONFEDERATES OF THE SHATTERED ZONE

Confederates of the Shattered Zone is an adventure for 11th to 14th level characters using the 5th Edition rules for the world's most famous roleplaying game. The latest chapter in the amazing *Legendary Planet Adventure Path*, a spectacular sword-and-planet saga from Legendary Games blending sci-fi and fantasy, magic and machine with an exciting pulp sensibility and style. Scheduled to ship in November 2019.

5E LGP 206LP065E.....\$24.99

STARFINDER LGP 206LP06SF.....\$24.99



LEGENDARY PLANET: DEAD VAULT DESCENT

Dead Vault Descent is an adventure for 8th to 10th level characters using the 5th Edition of the world's most famous roleplaying game. The latest chapter in the amazing *Legendary Planet Adventure Path*, a spectacular sword-and-planet saga from Legendary Games blending sci-fi and fantasy, magic and machine with an exciting pulp sensibility and style. Scheduled to ship in November 2019.

5E

LGP 205LP055E.....\$24.99

STARFINDER

LGP 205LP05SF.....\$24.99



THE MURMURING FOUNTAIN (PATHFINDER SECOND EDITION)

The Murmuring Fountain is a *Pathfinder Second Edition* adventure for 1st-level characters. It can be played on its own or in combination with *The Fiddler's Lament* to form a terrifying twosome of creepy adventures to introduce an element of horror in your campaign. Grab this 24-page adventure today and Make Your Game Legendary! Scheduled to ship in November 2019.

LGP 003CC03PF2.....\$11.99

STAR BATTLES (STARFINDER)

Conduct planet-side sieges and infiltration, bombardment and blockade, using the troop template to create your own armies to work alongside your heroes in standard *Starfinder* play or integrate with the best-selling *Star Empires* expansion from Legendary Games. Spaceship enthusiasts can connect the planetary action with star-spanning space fleets as well with layered mass combat rules, or can simply use this book as a huge cyclopedia of new ship options, including armor upgrades, new weapon properties, security and sensors, expansion bays, damage control, defensive countermeasures, hull types, crew rules and actions, ship stunts, and so much more! Scheduled to ship in November 2019.

LGP 386SE03SF.....\$24.99



MAX PROTECTION

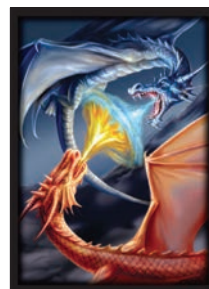
DOUBLE MATTE PREMIUM SLEEVES (50)

Scheduled to ship in December 2019.



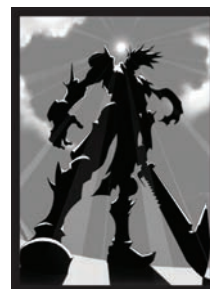
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MAX 7070LFDR.....PI



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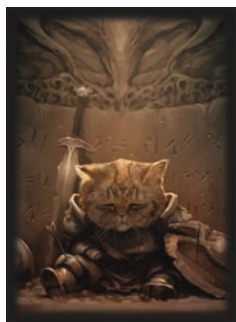
MAX 7070LWRZ.....PI

OFFERED AGAIN



O/A FULL MOON

MAX 7070LWVF PI



O/A END OF THINGS

MAX 7070LEOT PI



O/A REAP IT

MAX 7070LLOT PI



O/A THIRST

MAX 7070LVTH PI

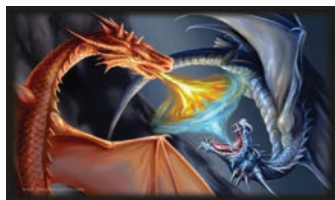


O/A USA FLAG

MAX 7070LUSA PI

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MAX 8010MFDR PI

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MIDEVIL LORDS



SHAKE UP

The IT company is staring Chapter 11 in the face. Its cost of operations is too high, its revenue too low. In a last ditch attempt, it is looking to hire a top tier business consultant to turn this around. Alas, there are many such persons claiming to be the best. To filter mere noise from the elite, the company has called upon the consultants with the most potential to share their business proposals - You are one such. *Shake Up* sits in a very rare tabletop genre - Reverse Deck-building or also known as a Deck Destruction game. Scheduled to ship in November 2019.

MVL 008 \$20.00

SHAKE UP: EXPANSION

Expansion set for *Shake Up*. Adds new cards and a new type of cards known as Technology cards. Adds a ton of extra stuff for the base game, increasing replayability by at least five times more with new staff, new card type known as Technology Card, new Loan value and a new way of attaining victory. Scheduled to ship in November 2019.

MVL 008A \$14.00



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GAMES



**VOLLEYBALL HIGH**

A high adrenaline sports game between two teams of six, with specialized members and unique signature moves. *Volleyball High* is the second in a series of sports titles by Medieval Lords. The mechanisms and gameplay are completely different though. Heavily inspired by the Japanese anime *Haikyū*, one can expect unique school teams known for various specialties and powerful individuals with their own signature moves. Scheduled to ship in November 2019.

MVL 009\$25.00

MONGOOSE PUBLISHING**SPOTLIGHT ON****SEA OF THIEVES RPG**

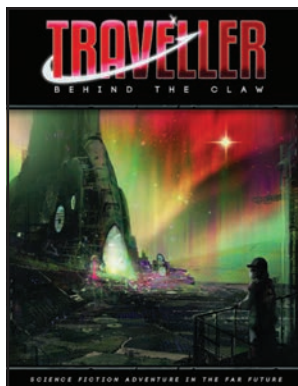
Find your inner pirate in the *Sea of Thieves Roleplaying Game*. Using the new Avast system for quick and easy play, you will race other pirates to buried treasure, fight skeleton captains on tropical islands, engage in contracts for the Gold Hoarders, Order of Souls and Merchant Alliance, and brave the Megalodon and Kraken as they rise up from the depths to thwart your enterprises. Scheduled to ship in November 2019.

MGP 60000\$79.99

**SEA OF THIEVES RPG: LEGENDARY DICE PACK**

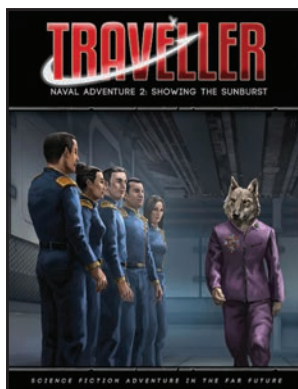
The more dice a pirate has, the more legendary he may become! This set includes twenty extra *Legendary Dice*, more than enough for even the most salty and experienced band of pirates. Each of the *Legendary Dice* is custom-cast with the faces you need in the *Sea of Thieves Roleplaying Game*, Treasure Chests, Coins, Bones, and Skull-n-Crossbones. Scheduled to ship in November 2019.

MGP 60001\$24.99

**TRAVELLER RPG: BEHIND THE CLAW**

Behind the Claw presents two complete sectors of Imperial space; Deneb and the Spinward Marches. Far from the Imperial Core, fortune awaits the bold and disaster lurks for the unwary Traveller. Includes a huge double-sided poster map of both the Spinward Marches and Deneb sectors. Scheduled to ship in November 2019.

MGP 40025\$49.99

**TRAVELLER RPG: NAVAL ADVENTURE 2 - SHOWING THE SUNBURST**

Taking command of a warship assigned to the troubled Jewell-Vilis naval station, the Travellers are sent on what looks like a simple flag-showing mission. All they have to do is visit a few worlds, remind friend and foe alike that the navy is around, and give assistance to Imperial diplomats operating in the region. There is, however, a sealed section in their orders to be opened after their ship leaves port. Ordered to quietly locate misappropriated Imperial ships, the Travellers are immediately plunged into the murky politics of the region. Weighty decisions are made under the sunburst banner, and a mistake could move a tense situation another step towards war. Scheduled to ship in November 2019.

MGP 40021\$19.99

**TRAVELLER RPG: REACH ADVENTURE 6 - EXODUS**

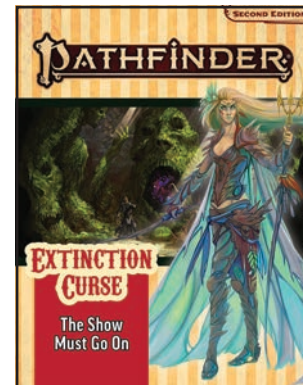
The Travellers are hired to transport hundreds of freed human slaves from a former world of the Glorious Empire to sanctuary. A beneficent Aslan clan lord has lent them a ship for the job. There is just one catch they must go no farther than six parsecs. To make matters worse, they are being hunted by forces who desperately want to prevent them from reaching their goal. With a vulnerable and poorly armed ship, the Travellers must use their wits to deliver the refugees to safety. Success could trigger a mass exodus of humans from Aslan space. Failure might spell their doom. Scheduled to ship in November 2019.

MGP 40022\$19.99

PAIZO PUBLISHING**PATHFINDER RPG: ADVANCED GM SCREEN (P2)**

This four-panel horizontal screen has a lavish illustration on one side and a wealth of useful charts and tables on the other, referencing a number of the advanced rules systems first presented in the *Pathfinder Gamemastery Guide*. Scheduled to ship in January 2020.

PZO 2208\$19.99

**PATHFINDER RPG: ADVENTURE PATH - EXTINCTION CURSE PART 1 - THE SHOW MUST GO ON (P2)**

The Circus of Wayward Wonders has just arrived in the remote town of Abberton, and the player characters are the stars of the show! Scheduled to ship in January 2020.

PZO 90151\$24.99

**PATHFINDER RPG: BESTIARY BATTLE CARDS (P2)**

Keep the creatures of the *Pathfinder Bestiary* close at hand with this box-bursting collection of 450 reference cards featuring every monster from the core *Pathfinder* monster reference! Each 5x8 card is printed on sturdy cardstock and features a beautiful, fullcolor image of a *Bestiary* monster on one side, while the other side provides that monster's statistics for quick and easy reference. Scheduled to ship in November 2019.

PZO 2210\$59.99

MONSTER FIGHT CLUB**SPOTLIGHT ON****TENTACLE TOWN**

Do you have what it takes to be the mayor of Tentacle Town? Manage resources, build homes for the residents, and put them to work, all while fending off attacks by giant tentacles! *Tentacle Town* is easy to learn and fun for the entire family, with enough option Rules and Random Task Cards to keep the game fresh and full of new twists for even the most seasoned boardgamers. Quick, Dynamic and Fun! *Tentacle Town* is sure to hit your table again and again. Scheduled to ship in December 2019.

MFC G001\$49.99



STARFINDER

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Unravel the machinations of insidious aliens who have infiltrated galactic society in this epic six-part Adventure Path!

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**PATHFINDER RPG: FLIP-MAT - CASTLES MULTI-PACK**

This set's four sides each feature a different castle, keep, or other fortification. Whether you're looking for a lonely mountainside keep, a shining castle to serve as home for a group of paladins, a dingy fort on the edge of wilderness, or a bastion within some great city, you'll find a suitable map in this pack. Scheduled to ship in January 2020.

PZO 30104\$24.99

**PATHFINDER RPG: FLIP-MAT - THE RUSTY DRAGON INN**

Pathfinder Flip-Mat: The Rusty Dragon Inn features one of Pathfinder's most famous taverns - Sandpoint's own Rusty Dragon Inn! Scheduled to ship in November 2019.

PZO 30103\$14.99

SPOTLIGHT ON**PATHFINDER RPG: GAMESMASTER GUIDE HARDCOVER (P2)**

This 256-page *Pathfinder Second Edition* rulebook contains a wealth of new information, tools, and rules systems to add to your game. Scheduled to ship in January 2020.

PZO 2103\$49.99

**PATHFINDER RPG: GAMESMASTER GUIDE HARDCOVER (SPECIAL EDITION) (P2)**

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in January 2020.

PZO 2103-SE\$69.99

**PATHFINDER RPG: LOST OMENS GODS AND MAGIC HARDCOVER (P2)**

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Scheduled to ship in January 2020.

PZO 9303\$34.99

**PATHFINDER RPG: PAWNS - BESTIARY BOX (P2)**

The ferocious foes of the *Pathfinder Bestiary* come alive on your tabletop with this collection of more than 375 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG! Scheduled to ship in November 2019.

PZO 1036\$49.99

**STARFINDER RPG: ADVENTURE PATH - ATTACK OF THE SWARM! 6 - THE GOD-HOST ASCENDS**

The heroes have sent the Swarm into disarray, but the entity called the God-Host still stands on the verge of completing its plans. Scheduled to ship in January 2020.

PZO 7224\$22.99

**STARFINDER RPG: FLIP-MAT - DEAD WORLD**

This double-sided map features the inhospitable surface of a planet inhabited by the undead on one side and the shattered structures of a ruined city on the other. Scheduled to ship in January 2020.

PZO 7317\$14.99

PHALANX**NANTY NARKING: CANVAS MAT**

A double-sided 99x66cm playmat made of synthetic canvas. A finely rollable alternative to the standard cardboard board. The city center of London has never looked more tempting to experience *Nanty Narking*. Scheduled to ship in December 2019.

AGS PHGA051\$52.95

**NANTY NARKING: CARD HOLDERS**

A set of 4 wooden card holders, printed in player's colors. Each card holder can store up to 5 sleeved game cards. A handy gadget allowing your hands to scratch your sideburns contemplatively, while coming up with a devious plan to get rid of opponents' agents. Scheduled to ship in December 2019.

AGS PHGA053\$23.95

NANTY NARKING: VICTORIAN METAL COINS

A beautifully crafted set of 50 coins: 20 crowns and 30 shillings, based on the real Victorian era bullion coins. An exquisite and precious accessory and an exceptionally convincing add-on to make the game even more precious! Scheduled to ship in December 2019.

AGS PHGA052\$26.95

**PRIVATEER PRESS****MONSTERPOCALYPSE**

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PIP 51075PI





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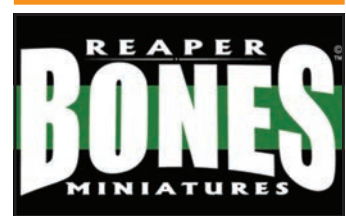
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- Defeat Rita Repulsa's evil army of monsters to save Angel Grove!
- Work together to battle incoming foe!
- Gain experience to call your Zords into action!

MSRP: \$90 Ages: 14+ 2-5 Players 45-60 Min

Available Now!

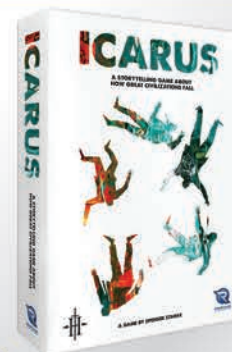


ICARUS (RGS02035)

- A GM-less collaborative storytelling game about how great civilizations fall
- World building in a box. An excellent pairing with other tabletop role playing games.
- Stack your failures with this beautiful set of custom dice.
- Once the dice tower falls, so does your civilization!

MSRP: \$35 Ages: 8+ 2-5 Players 90 Min

Reprint in November!



FAMILY Games

FOX IN THE FOREST DUET (RGS02048)

- Win as a team by collecting gems you find along your path
- Play cards carefully to move avoid getting lost in the forest
- Use special abilities of the characters to help your teammate

MSRP: \$15 Ages: 10+ 2 Players 30 Min

Available Now!



AQUICORN COVE (RGS02016)

- A storm has destroyed a small coastal village! Help them rebuild!
- Monitor the health of the reef and the magical Aquicorns!
- Find the right balance to grow the village and restore the reef ecosystem!

MSRP: \$35 Ages: 10+ 2-4 Players 30-60 Min

Available Now!



CLIP CUT: PARKS (RGS02047)

- Shape your city parks with every careful cut!
- Roll the die, cut out your plan, build your park!
- Includes the Grand Park Expansion!
- The world's first Roll and Cut!

MSRP: \$25 Ages: 8+ 1-4 Players 30 Min

Available Now!





RETRO ROLEPLAY

**DON'T LOOK BACK:
CONSPIRACY HORROR
ROLEPLAYING RPG (3RD ED)**

You pierced the fade and uncovered the truth. Can you expose the puppet masters for what they are before they find you? Terror is never far behind. Welcome to a world of secret societies, psychic phenomena, aliens, conspiracies, and supernatural horror. Players take the roles of characters who are trying to uncover the truth, foil horrific plots, or simply get away with their lives. They may even be recruited to help one of the secret societies fighting to save mankind. Can you trust them? Can you trust anyone? Can you even trust each other? Scheduled to ship in November 2019.

CMG DLB33001\$39.95

ROLE 4 INITIATIVE

**DRY-ERASE
DUNGEON TILE
BOOSTER PACKS**

Scheduled to ship in November 2019.

**EARTHTONE**

R4I 45013BP\$18.99

**GRAYSTONE**

R4I 45023BP\$18.99

**STEEL PLATE**

R4I 45033BP\$18.99

**WHITE**

R4I 45003BP\$18.99

**WIRE MESH**

R4I 45043BP\$18.99

**DUNGEON
DRESSING**

Scheduled to ship in November 2019.

**THE DOCKS**

R4I 45107\$9.99

**FUTURE INDUSTRIAL**

R4I 45110\$9.99

**NATURE**

R4I 45106\$9.99

**MARKET SQUARE**

R4I 45108\$9.99

**SPACESHIP**

R4I 45109\$9.99

R&R GAMES

**CORALIA**

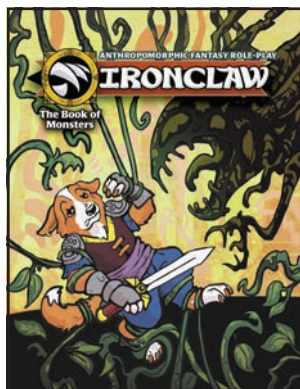
Off the coast of an ancient, half-sunken pirate island, you are a marine biologist working on the preservation of coral reefs. With the aid of your diving robots, the ROVs, you'll try to discover unique and special species among the reefs. During your exploration, you might even uncover long lost treasures. Place your ROVs wisely and gather the best data, for greatness awaits the most successful scientist on this undersea mission!

RRG 343\$39.99

**GREAT VOYAGE**

As adventurous young scientists, players follow Humboldt's great expedition routes throughout the American continents. Traveling in stages from one locale to the next, they collect curious objects and scientific data, shipping them back to select patrons. Captivate the public opinion with your discoveries and experiences in your quest to become the best explorer since Humboldt himself!

RRG 370\$39.99

SANGUINE
PRODUCTIONS**IRONCLAW RPG: THE
BOOK OF MONSTERS**

From the darkest of the hillside thickets to the strangest of the blasted heaths come the monsters! Enfractured your *Ironclaw* game with peril! *Book of Monsters* adds: Dozens of new monsters, all rated and organized by name (alphabetical, of course) and tier (of deadliness); Environmental hazards, from the merely odd to the decidedly dangerous; New equipment made out of monsters; An introductory adventure with monsters! You will need the *IRONCLAW* base role-playing game to use this book. Scheduled to ship in November 2019.

SGP 1108\$34.95

SPARTACUS
PUBLISHING**LUCHADOR WAY OF THE MASK:
MASKED MEN OF MEXICO**

Luchador: Way of the Mask allows you to take on the persona of a masked wrestler of your own design and grapple with the forces of evil. Champion the common man in the battle against tyranny and corruption! Foil the schemes of the enigmatic Umbral Accord! Stare down the horrors that lurk in the dark! What are you waiting for?!? Live larger than life! VIVA LA LUCHA! Scheduled to ship in November 2019.

SUB 2005\$14.99

STEAMFORGED GAMES

SPOTLIGHT ON

**DARK SOULS
THE BOARD GAME****DARK SOULS:
EXPLORERS EXPANSION**

Scheduled to ship in January 2020.

SFL DS-004PI

**DARK SOULS:
IRON KEEP EXPANSION**

Scheduled to ship in January 2020.

SFL DS-005PI

**NI NO KUNI II**

The Kingdom of Ding Dong Dell has fallen, usurped by Doloran, a man steeped in evil. Evan Tildrum, former king of Ding Dong Dell has decided to avoid conflict and build a new kingdom for his people to live in Evermore! For now, Evermore is a dream, a hope of a bright future. To make this dream a reality you must work together to build it! Complete quests, gain resources, win the citizens round and you can build your perfect kingdom, where all peoples can live in peace and harmony.

SFL SFNNK2-001PI

TAB CREATIONS

**GANJIFA: INDIAN PLAYING CARDS**

Ganjifa cards have been around for centuries in India and Persia, but they are relatively new to the West. *Ganjifa* cards are round playing cards, numbered 1-10 with two face cards: the Raja (King) and the Vizier (Minister). There are 8 suits in the Mughal version which makes 96 cards in all. Our face cards are lavishly illustrated with all designs based on historic decks from the 16th century. This is a great time to get an unusual and rare set of cards that is the first general printing in the US since the 1950's. Scheduled to ship in November 2019.

TAB 0001\$14.99

ULISSES-SPIELE

**THE DARK EYE: AVENTURIA
ADVENTURE CARD GAME -
INN OF THE BLACK BOAR**

Escape the Grasp of the Evil Count! *Inn of the Black Boar* is a Dungeon Escape adventure expansion for *Aventuria: The Adventure Card Game*. The heroes are relieved of their equipment and forced to flee from the henchmen of the Count of Gratenfels. They search for an exit from the cellars and vaults under the Inn of the Black Boar and fend off their enemies with rusty daggers, shovels, and other improvised weapons. Scheduled to ship in November 2019.

ULI US25566E\$49.99

**THE DARK EYE: AVENTURIA
ADVENTURE CARD GAME -
RETURN TO THE INN OF THE
BLACK BOAR**

Return to the Inn of the Black Boar is an expansion box for *Aventuria: Inn of the Black Boar*. It contains additional Desperation Cards that allow you to venture down into the caves under the Inn with up to 6 heroes and introduces two new enemy factions: Black Mages and Undead! To play this game, you also need the *Aventuria Basic Box* and the *Aventuria: Inn of the Black Boar* box. Scheduled to ship in November 2019.

ULI US25431E\$19.99

ULTRA PRO
INTERNATIONAL**GT LUGGAGE
DECK BOXES**

Scheduled to ship in October 2019.

**BLACK**

UPI 15273PI

**BLUE**

UPI 15278PI

**GREEN**

UPI 15276PI

**PURPLE**

UPI 15277PI



RED
UPI 15275.....PI



SILVER
UPI 15274.....PI

GAMES



MAGIC

THE GATHERING

MAGIC THE GATHERING: JANUARY RELEASE

Scheduled to ship in December 2019.

DECK PROTECTOR SLEEVES (100) CARD BACK UPI 18223

DECK PROTECTOR SLEEVES (100) V1 UPI 18220

DECK PROTECTOR SLEEVES (100) V2 UPI 18221

DECK PROTECTOR SLEEVES (100) V3 UPI 18222

PLAY MAT 6' UPI 18235.....PI

PLAY MAT 8' UPI 18236.....PI

PLAY MAT V1 UPI 18228.....PI

PLAY MAT V2 UPI 18229.....PI

PLAY MAT V3 UPI 18230.....PI

PLAY MAT V4 UPI 18231.....PI

PLAY MAT V5 UPI 18232.....PI

PLAY MAT V6 UPI 18233.....PI

PRO-BINDER UPI 18234.....PI

PRO 100+ DECK BOXES V1 UPI 18225.....PI

PRO 100+ DECK BOXES V2 UPI 18226.....PI

PRO 100+ DECK BOXES V3 UPI 18227.....PI

WALL SCROLL V1 UPI 18237.....PI

WALL SCROLL V2 UPI 18238.....PI

WALL SCROLL V3 UPI 18239.....PI

VAN RYDER GAMES



FRONTIER WARS

Frontier Wars is an area control and hand management war game where players take control of one of four different factions (US, Russia, Germany, and England) in an alternate history take on World War II. Players will vie for domination on the military front or win a more subversively victory by focusing on researching their own Doomsday Weapon. With 100 miniatures and 90 cards in the base game, and even more in the expansion, there's plenty of game to support conflicts for years to come. Scheduled to ship in November 2019.

VRG FRW.....\$59.99



FRONTIER WARS: FRANCE/JAPAN EXPANSION

Frontier Wars: Expansion France/Japan brings two very different factions - Japan and France - into *Frontier Wars*, while also allow for games with up to six players. This expansion also includes a new type of tile (double tiles) and new additional scenarios. Scheduled to ship in November 2019.

VRG FRWE.....\$29.99

WEIRD CITY GAMES



MARCH OF THE ANTS: EMPIRES OF THE EARTH

Empires of the Earth is the 2nd expansion for *March of the Ants*. Craft your nests strategy from the 1st turn with starting Mutations. Fill your Chambers with Eggs to unlock powerful recurring abilities. Follow the Queens Decrees to earn glory for your colony! With 90 new cards this expansion brings the Meadow to a new level. Scheduled to ship in November 2019.

WCG 05.....\$20.00

WHY NOT GAMES



CATURDAY: CATOPIA PRIME

Catopia Prime brings you the one thing that your campaign needs: Space Cats! Specifically the Caturday, anthropomorphic cat people, and not just all the rules and cultural background you need to play them. Now, *Catopia Prime* also brings you an entire system to explore from its star Katze to the outermost orbit of Paches. The focus of the system is Catopia Prime, homeworld of the Caturday and center of their expanding hold on the regions. Venture into the Katze system to discover: The hot humid jungles of Shlo where the wealthy travel to vacation in the tropical splendor or risk their lives hunting the planets many deadly lifeforms. Scheduled to ship in November 2019.

WNG 0520.....\$14.99

ROCKET AGE: NON-STOP TO JUPITER

In this exciting sequel to *Rocket Racers*, our heroes join the Rocket Racing Circuit and compete in the running of the grand Solar Cup finals! Modify your stock rocket ship, jostle with rivals, and launch off on an endurance race from the Indianapolis Rocket Port to the orbit of Jupiter. It promises to be a thrilling race this year, especially as the Ghost Racer has been defeated. In addition to a pulse pounding adventure, *Non-Stop to Jupiter* offers new creatures native to the alien skies of Jupiter, new rocket racers, and the experimental equipment trait. Scheduled to ship in November 2019.

WNG 0521.....\$12.99



LITTLE GREY ALIENS 5E

Little Grey Aliens 5e brings these stranger visitors to your 5e campaign with: The Greys as a playable race with stats, culture, history, and how to integrate them into your game. The strange advanced technology of the Greys, wield a disk beamer, protect yourself with a phase induced field generator, heal with the autodoc, or use the apps on your datapad. A hundred entry trinket table suitable to *Little Grey Aliens* and other sci-fi or science fantasy games. Scheduled to ship in November 2019.

WNG 0523.....\$12.99



ROCKET AGE 5E

Welcome to the 1938 that should have been and the Solar System that never was! *Rocket Age 5e* brings the radium punk sci-fi of *Rocket Age* to the same engine that drives the most popular fantasy role-playing game. Discover the secret Nazi research base on Mercury, explore the jungles of Venus, delve into the ancient ruins of Mars, and fly the strange moons of Jupiter or even the sky islands of the king of gas giants. Fight with or work for one of many organizations active across the Solar System. Plus rules for space travel, gravity, bizarre alien environments, diseases, poisons, and so much more. Scheduled to ship in November 2019.

WNG 0522.....\$59.99



AVAILABLE
OCTOBER
2019

WAYFINDERS

Thomas Dagenais-Lespérance

PANDASURUS
GAMES

Wheels Up— Adventure Awaits!

Welcome to the whimsical world of **Wayfinders**, where intrepid explorers race to chart new paths through the skies.

You will need to think on your feet and outfit your planes with the right gear to arrive safely. But building hangers on islands and stocking them with parts can help you zip around with ease! Be sure to be keen in your planning and you will unlock the charms of the islands.

Wayfinders is the enchanting route-building game by Thomas Dagenais-Lespérance (**Decrypto**) that is sure to be a game night mainstay for families and gamers alike!



PANDASURUS
GAMES

VISIT US ONLINE: WWW.PANDASURUSGAMES.COM

FEATURED ITEM



DUNGEONS & DRAGONS RPG: EBERRON - RISING FROM THE LAST WAR

Will Eberron enter a prosperous new age or will the shadow of war descend once again? Dive straight into your pulp adventures with easy-to-use locations, complete with maps of floating castles, skyscrapers, and more. Meld magic and invention to craft objects of wonder as an artificer the first official class to be released for fifth edition D&D since the *Player's Handbook*. Explore 16 new race/subrace options including dragonmarks, which

magically transform certain members of the races in the *Player's Handbook*. WOC C72540000..... \$49.95

FEATURED ITEM

DUNGEONS & DRAGONS RPG: EBERRON - RISING FROM THE LAST WAR ALTERNATE COVER (LE)

Explore the lands of Eberron in this campaign sourcebook for the world's greatest roleplaying game. This book provides everything players and Dungeon Masters need to play *Dungeons & Dragons* in Eberron, a war-torn world filled with magic-fueled technology, airships and lightning trains, where noir-inspired mystery meets swashbuckling adventure. Explore 16 new race/subrace options including dragonmarks, which magically transform certain members of the races in the *Player's Handbook*. Confront horrific monsters born from the world's devastating wars.

WOC C72870000..... \$49.95



WIZKIDS/NECA

SPOTLIGHT ON



CORALINE: BEWARE THE OTHER MOTHER

Now, you can bring this iconic story to your tabletop! Players assume the roles of the Ghost Children who were captured by the Beldam (the Other Mother). Now they are trying to free Coraline and her parents from the Beldam's evil clutches. They will confront Mr. Bobinsky and his jumping mouse circus, fend off the Other Father on his mantis tractor, wrestle the pearl ring from Miss Spink and Miss Forcible, and steal the Skeleton Key and Snow Globe to ultimately set Coraline free. Scheduled to ship in December 2019.

WZK 49565..... \$19.99



FEATURED ITEM



MARVEL HEROCLIX: CAPTAIN AMERICA AND THE AVENGERS BOOSTER BRICK

The mantle of Captain America serves as one of the driving forces against evil in many forms. Whether it's been Steve Rogers, Peggy Carter, Isaiah Bradley, or others, they've been a demonstration of good people refusing to tolerate injustice or cruelty. This 5-figure booster release features many fan-favorite sub-themes like the Avengers, Thunderbolts, S.H.I.E.L.D., Stark Industries, and the Masters of Evil, as well as the return of ClixFX bases included with Chases figures and Shifting Focus feature

Iron Man. Scheduled to ship in February 2020.

WZK 73971..... \$129.90



FEATURED ITEM



MARVEL HEROCLIX: CAPTAIN AMERICA AND THE AVENGERS DICE AND TOKEN PACK

The *Marvel HeroClix: Captain America and the Avengers Dice and Token Pack* contains 2 custom dice featuring a special Avengers/Captain America icon to celebrate the release of the *Marvel HeroClix: Captain America and the Avengers Booster Brick*. Scheduled to ship in February 2020.

WZK 73974..... \$9.99



FEATURED ITEM



MARVEL HEROCLIX: CAPTAIN AMERICA AND THE AVENGERS FAST FORCES

Celebrate the release of *Marvel HeroClix: Captain America and the Avengers* with a new *Fast Forces* set featuring characters of Avengers and Living Legends representing the lineage of Captain America and Citizen V. Look for Captain America, Isaiah Bradley, Citizen V, Hawkeye, Iron Man, and Winter Soldier in this exciting new *Fast Forces* release. Once a player already has a *Starter Set*, a *Fast Forces* is a great way for them to construct a thematic team and

build their collection! Scheduled to ship in February 2020.

WZK 73972..... \$16.99



FEATURED ITEM

**MARVEL HEROCLIX: FANTASTIC FOUR COSMIC CLASH STARTER SET (6-FIGURE STARTER SET)**Scheduled to ship in January 2020.
WZK 73962..... \$34.99**WIZKIDS 4D ENVIRONMENTS**

Scheduled to ship in December 2019.

SPOTLIGHT ON

**HOMESTEAD**

WZK 74204..... \$39.99

**MEDIEVAL FARMER**

WZK 74203..... \$39.99

YY CARD WORLD**CARDFIGHT VANGUARD TCG: THE MYSTERIOUS FORTUNE**

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW VGEYEB10..... PI

**Z-MAN GAMES**

FEATURED ITEM

**TERRA MYSTICA: MERCHANTS OF THE SEAS EXPANSION**

Construct a shipyard, set sail, and extend your claim to distant lands. Use the ships you build to trade with other players for mutual rewards, or set a course to terraform areas beyond the horizon. Plus, new Favor tiles, Scoring tiles, Town tiles, and Bonus cards add even more strategic choices. Scheduled to ship in December 2019.

ZMG ZM7244..... \$49.99

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Tak

A Beautiful Game



Monthly Tak Puzzles
Presented by



US Tak
Association

Last month we returned to Tinue puzzles. Using two differently sized boards, we presented the beginner puzzle during its mid-game state, while the intermediate puzzle was in a very early game state. As a reminder, “Tinue” is a board state similar to “checkmate” in chess. No matter what move your opponent makes, you will form a road on your next turn.

This month features two Tinue puzzles from casual games played at Gen Con. Instead of a beginner and intermediate puzzle, we are displaying an intermediate and an advanced puzzle. The intermediate puzzle is on a size 6 board, while the advanced is on a size 5. If you enjoy these puzzles, you are almost guaranteed to have fun at our USTA events! The next is planned for December 7th in Philadelphia at PAX Unplugged.



Beginner Puzzle



Intermediate Puzzle

Solutions will appear in next month's *Game Trade Magazine*. In the meantime, visit USTak.org for more puzzles, information about *Tak* strategy and the opportunity to connect with other *Tak* enthusiasts!

About *Tak*: A Beautiful Game

Tak was first conceptualized by Patrick Rothfuss in his best-selling novel *The Wise Man's Fear*. With the help of renowned game designer James Ernest, *Tak* has been brought to life an elegant two-player game reminiscent of classics like Go and mancala. **Greater Than Games** acquired the publishing rights to *Tak* in May 2019 and is excited to continue supporting the US Tak Association and *Tak* players everywhere.



Solutions From Last Month

Oct Beginner Solution



Oct Intermediate Solution

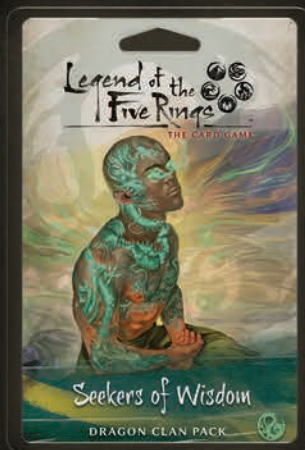


For full move sequences, visit <https://bit.ly/2ZhXcBo> (beginner) and <https://bit.ly/34OaY2b> (intermediate).

Images retrieved from PTN Ninja

Legend of the Five Rings™

THE CARD GAME



Seekers of Wisdom

Many know of the Dragon Clan, but few can say they understand it. Unravel the enigma of the Dragon with the Seekers of Wisdom Clan Pack for *Legend of the Five Rings: The Card Game*! Mystical monks, expert duelists, shrewd investigators, and more await in the mountains of the Dragon. With 78 new cards focusing on the enigmatic clan, untold power awaits you in the *Seekers of Wisdom* Clan Pack!

L5C25 | \$19.95



FANTASYFLIGHTGAMES.COM

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TOURNAMENT AT AVALON

FROM the CREATORS of **TOURNAMENT AT CAMELOT**

TOURNAMENT AT AVALON

WZK 87500 \$24.99 | Available February 2020!

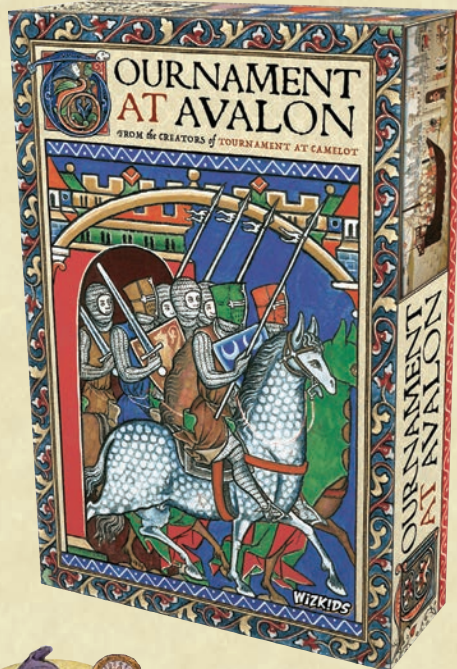
Return to the tournament fields in the age of Arthurian legend with *Tournament at Avalon*, a new standalone game, compatible with *Tournament at Camelot*!

You will leave the walls of Camelot and travel to the magical island of Avalon, a land ruled by the Lady of the Lake. It's where Lancelot was raised, where Excalibur was forged, and where the legendary sorceress Morgan le Fay takes Arthur to heal from the mortal wound inflicted by Mordred at the Battle of Camlaan.

Tournament at Avalon features the same acclaimed gameplay as *Tournament at Camelot*. It's a trick-taking game in reverse, in which you use your wit, savvy, and card powers to take the fewest tricks possible. Your strategy focuses on using your unique card powers, tuning your hand by passing cards, and sidestepping combat by Feinting cards. *Tournament at Avalon* increases the game's focus on informal diplomacy or alliances between you and your opponents: players are encouraged to talk and banter to each other outside of the cards, and have new tools to support that.

To win the Tournament, you have to be the player with the most remaining health once at least one player reaches ZERO health. You do this by forcing your opponents to take tricks, thus receiving battle injuries. You take turns playing cards from your hands, following the suit of the first card, occasionally using an Alchemy card or a Special Weapon card to gain powerful abilities and turn the tables.

Tournament at Avalon features ten new Protagonist and Companion cards with exciting new player powers. Each player starts with a Protagonist, its paired Companion, and some occasional tokens they can use to track their powers.



Enchanted Alchemy: You can now play Alchemy cards at any time, including in place of basic Weapon cards.

Location Cards: Five locations for your battles that come into play in the game's special "Chaos of Battle" mode, affecting gameplay in different ways.

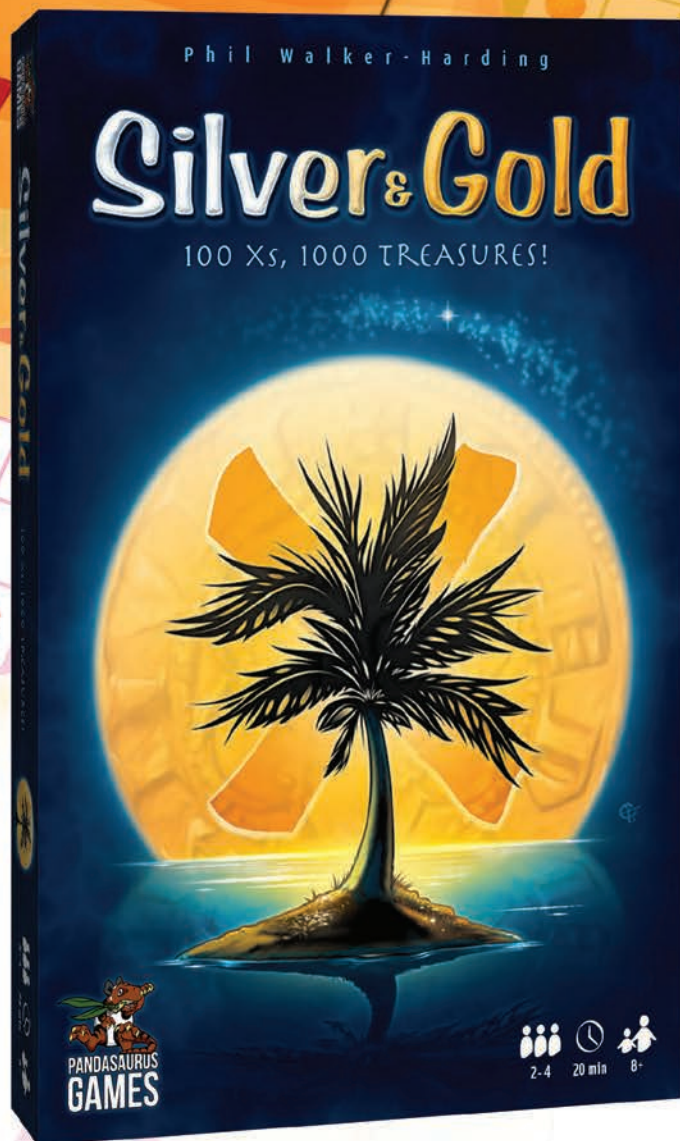
Swift End: The Combat Phase ends when a Melee is about to begin, but a player has no Weapon cards remaining in hand.

The components for both *Tournament at Avalon* and *Tournament at Camelot* are completely interchangeable, and you can pick and choose which cards to use in your game. You can also choose to use either set of rules — *Camelot's* are more tactical and restricted while *Avalon's* feature more variety and diplomacy. It includes a few variants, including "My First Tourney" for players new to this type of game, an option for a shorter game, and an update to *Camelot's* two-player rules.

Finally, it introduces the new "Chaos of Battle" variant. You'll mix together cards from both games, which increases the player count to 8, and adds exciting new wrinkles. In this mode, each round features a different Host, who picks the tournament's location and is granted special powers depending on which location they pick. For example, if you lead your opponents into the Oak Forest, everyone but you decreases their Health by 25 points for as long as you remain.

Tournament at Avalon is both an exciting new game on its own, full of unique mechanics, deep strategy, and exciting player interaction, and a great way to expand the world of *Tournament at Camelot*.





AVAILABLE
NOVEMBER
2019

FIND YOUR FORTUNE!

Distant islands, golden treasures—who hasn't dreamed of them?! You are in luck, because the treasure is in your hands. You are holding **Silver and Gold**: pure, addictive gold by Phil Walker-Harding, designer of such bestsellers **Sushi Go**, **Imhotep**, and **Baren Park**. Players must rain X's down, rapid fire, in the right configurations to close out island cards and hit the right bonuses before they can jump to the next card. **Silver and Gold** is a game of luck, bad luck, quick manipulation and exhilaration. You've found your fortune.



VISIT US ONLINE: WWW.PANDASAURUSGAMES.COM

HOLIDAY MAGIC AND MAYHEM:

THE PERFECT STOCKING STUFFER



Jaw Breaker
Take a Foe's Head.

ROLL FOR YOUR LIFE CANDYMAN

SND 0033..... \$19.95 |

Available Now!

Nothing says the Holidays like a plate of warm gingerbread... and the glee of ripping them limb from limb in a fast-rolling, dice chucking game of arena-style cookie combat.

In *ROLL for your Life, Candyman!*, players are Gingerbread cookie gladiators out for 'frosting' and armed with orange slice battle axes, rock candy maces, or jagged lollipops. It's a last-cookie-standing battle for The Candy Crown and it is a frenzied, laugh-out-loud dice fest to play.



Each player gets a Gingerbread Cookie, made of several punch-out pieces, 2 Legs, 2 Arms, a Body and a Head, which are assembled on the table for battle. With these, a set of brightly colored dice is provided. At the center of the table are a number of Special Treat tokens, randomly chosen and placed face down, as well as an acrylic candy cane prop that looks good enough to eat. (but we don't recommend it.)

At the shout of "Go!," everyone starts rolling their dice as fast as they can. Players can set aside and save dice in a real-time attempt to be the first to roll four matching icons. As soon as they do, they race to grab the candy cane at the center of the table, yelling, "Stop!," to halt the action. The player in control of the candy cane now performs an action based upon their die roll.

Actions:

4 Arms: remove an arm from any Foe's cookie.

4 Legs: remove a leg from any Foe's cookie.

4 Peppermint Swirls: choose from three available options...

A. remove a head or body from any Foe's cookie, but **ONLY** if they have no arms or legs. B. Take a Special Treat token from the center of the table to protect yourself. C. Remove a Special Treat from any Foe.

Special Treats act as a shield that protects a cookie from having their parts removed. So Peppermint Swirls must be rolled and their Treat removed before they can be hit again. But removing a Special Treat comes at a risk. When an attacker removes it, it is flipped over and may have a bonus for the owner of the Treat, including opportunity attacks or grafting parts back onto their cookie. Either way, the attacker is given the token and earns the points printed on it for their score pile.

But be careful in your haste to grab the candy cane! If you mistakenly call "STOP" and discover that the target limb you rolled is no longer available, you will lose a cookie part as a penalty!

For example, you rolled 4 arms, but no arms are left – or they are currently protected by Special Treats.



Once the action is resolved and cookie pieces are placed into the attacker's score pile, it begins all over again, with players rerolling their dice from scratch. Play continues until there is one cookie combatant remaining, ending the round. Players tally up their score, gaining 1 point for each cookie part they claimed and any points (0-2) from Special Treats they removed. These scores are written down, pieces are returned to their owners and reassembled for the next round – with the top score over three rounds earning The Candy Crown.

For fifteen years, people have made this game's predecessor, *Run for your Life, Candyman*, a central part of their family's holiday traditions, baking cookies to decorate, joyously destroy and gobble over the course of the game. And this quick-playing, high energy game may be even better suited to the occasion. It is easy to learn and accessible to a wide range of players. Plus, with a \$19.99 price point, it makes for an amazing stocking stuffer for even the grinchiest grinch. So 'treat' someone to this deliciously fun dice roller!

DC DECK-BUILDING GAME CROSSOVER PACK 8

BATMAN NINJA™

ニンジャバットマン



Based on the *Batman Ninja* animated feature, this expansion for the *DC Deck-Building Game* takes place in feudal Japan and lets players become Batman™, Catwoman™, Robin™, Red Robin™, Red Hood™, and Nightwing™.

100% compatible with the original *DC Deck-Building Game*, *Heroes Unite*, *Forever Evil*, and *Teen Titans*!

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BATMAN and all related characters and elements © and ™ DC Comics.
WB SHIELD: © and ™ WBIE.
(s19)

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Dungeonology

the expedition

FREE

DUNGEONOLGY: THE EXPEDITION

AGS DNCG01-CG..... \$69.90 | Available November 2019!

Welcome to Rocca Civetta, a charming town in the Italian hinterland, which hosts one of the most bizarre universities that the human mind has ever conceived. In fact, this university hosts the Chair of Dungeonology, which deals with the study of the environments and organization of different cultures, especially the most atypical and strange... Recently, the college lost its professor and the Dean is looking for a skilled replacement.

Dungeonology: The Expedition is an atypical dungeon crawler designed by Diego Fonseca and Danilo Guidi. Players take the role of Scholars sent from the University of Rocca Civetta to study unlikely places, populated by mythic races.

When Diego and Danilo came to Ludus Magnus Studio to show us their *Dungeonology* prototype, we immediately realized that it was an excellent game, with a funny and nicely "nasty" gameplay and a beautiful mix of luck and strategy. The setting also suited very well to being adapted to the LMS universe. Universities, monsters, and dungeons? It seemed made for being included in the Renaissance Fantasy universe of Nova Aetas, our first game!

Given the unconventional theme, we decided to adopt a different graphic and artistic style as compared to our previous games, which winks at Disney or Blizzard productions. The outcome was a colorful game, fun to look at and with miniatures with a different style in comparison with any other game on the market.

For the four main characters of the game, we decided on an encore to the quartet we used for our previous game, *Nova Aetas*: Valerio the Squire, Sofia the Scum, Vincenzo the Novice, and Rebecca the Apprentice returned to action. Each of them has different abilities and characteristics, different strengths and weaknesses, and will try to win with different strategies.

In *Dungeonology*, the winner is the player who collects more information on the inhabitants of a Dungeon, and who first manages to present a thesis in order to become the new Professor of Dungeonology at the University of Rocca Civetta. Scholars are challenged to explore a dungeon, which is randomly generated, looking for several types of information, represented by colored cubes, but also trying not to alert the locals, who obviously will not be very happy for the intrusion.

The competition for the Chair of Dungeonology is very fierce, and players, besides worrying about the dungeon's dangers, will also have to watch their backs from the other scholars! Thanks to the use of Trick Cards, the players will hamper the way on every occasion, playing cheap shots on each other. The wise use of these cards is a key to achieving

victory and, other than hindering adversaries, they can also be used to ease one's own exploration and to gather the information necessary to prepare the thesis.

In addition, each scholar is followed by a number of Ordinary Students. These young bunglers will be used in practice as a resource for paying Trick Cards' costs in various ways. They can be "sacrificed" (i.e. discarded) or drawn from the "University Bag". You draw Ordinary Students from the bag to replenish your resources, but when you do so, you are exposed to a serious risk: catching a red freshman, called an "Omega Student". These students are part of the wicked Omega Fraternity, whose sole purpose is to hinder scholars and make them fail miserably. For this reason, each time a player draws a red student pawn, he will suffer various disadvantages, including taking a Jinx Card, a permanent penalty that will last until he finds a way to get rid of it.

Drawing an Omega Student will also raise the Dungeon alert level; when it reaches the maximum level, the endgame sequence will begin. From that moment on, Scholars will have a limited number of turns to complete their mission and depending on the Maximum Alert card selected for the game, the game ending will be different.

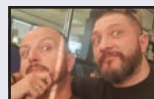
But what would a dungeon be without a Boss? *Dungeonology* is no exception, and Scholars will sooner or later meet the dungeon boss that, based on the version selected during the game setup, will have different

abilities and will hinder players whenever he meets them. In the base game, the boss is Laetus, a proud and burly member of the proud Fauns race. Laetus has a bad temper, but is also a great partygoer and a competitive drinker. The students who meet him could find themselves with a bump in the head or, if they are lucky, they could be invited to get drunk together with the boss!

Diego and Danilo, together with LMS team, have created a game full of adventures, fun to play and watch being played. Every game of *Dungeonology* is always different, thanks to the endless card combinations and the different abilities of the Scholars, and the game can be played by both newbies and experienced players with equal satisfaction.

...

Andrea Colletti and Luca Bernardini are two of the founding partners of Ludus Magnus Studio, and manage the Games Design and the Art Departments, as well the LMS community. Over the years, they have developed the *Nova Aetas* and *Sine Tempore* board games together – and are always at work on new games!



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Butterfly



BUTTERFLY

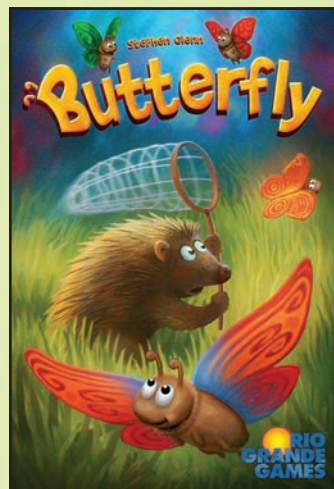
RGG 577 \$39.95 | Available Q4 2019!

Hudson the Hedgehog is out this morning to pursue his favorite hobby: collecting things! The beautiful meadow is filled of fun things to discover like colorful butterflies, buzzing dragonflies, glowing lightning bugs, jittery crickets and beautiful flowers.

The players in "Butterfly" help Hudson hunt high and low (and left and right) to accumulate the most valuable collection of pretty prizes! By skillfully moving him to the right spots on the board, players can grab rare items while leaving fewer choices for their opponents.

Butterfly joins a long line-up of family-friendly games from Rio Grande Games. Rio Grande has a reputation for producing game that are great for diverse groups of players and *Butterfly* continues that tradition.

Designed by veteran designer Stephen Glenn (who also designed *Rattlebones*), *Butterfly* is a simple game but has significant depth. The rules are only two pages and the game can be taught in under 5 minutes.



Scoring is also easy — all of the tiles have point values and easy mechanisms to score. All of the ways to score and an explanation of each tile is shown on the included player boards. This eliminates the need to consult the rules frequently during the game.

Designer Stephen Glenn set out to design a game that was easy and fun but was challenging enough for serious gamers to enjoy. "My favorite thing about *Butterfly* is that it can be played on many levels. Some will see it as a light, quick game, while other will appreciate it as a deeply tactical

one" said Glenn. "It's also that rare title that needs very little pre-game rules explanation. You can set it up and teach it as you play. That leaves more time for playing!"



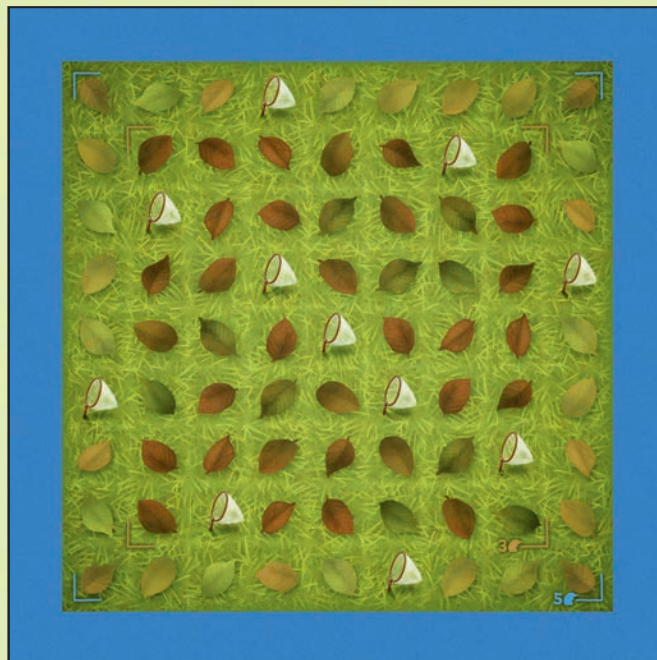
The game has a whimsical theme that is designed to appeal to families but even the most sophisticated players will appreciate its simplicity. There are no easy decisions. A good play for you might lead to an even better play for your opponents.

The game board is a variable grid that varies based on the number of players.

Each turn is simple. The attractive wooden hedgehog (named Hudson) has to be moved to a new tile which is collected by the player. Each type of tile has a unique scoring method. Some tiles are worth more when collected in sets while others only score for the last tile of that type collected.

Moving Hudson to a new tile is easy: He either continues going in the same direction he is current facing or he can turn left or right and then move to a tile in that row or column. The game ends when Hudson is not able to pick up a new tile.

The board also features spaces that have butterfly nets printed on them. If Hudson passes over one of these spaces, then the player has the option to draw a random tile from the bag which they must keep. This adds a bit of suspense to the game as the tile might be helpful or hurt the player who drew it.



The game is produced to appeal to a families and serious game alike. The wooden hedgehog is more than 35mm tall and is easy to handle on the game board. Players will be attracted to the clean design and bright colors that are evident throughout. And, everyone will appreciate the easy-to-teach concept and rules that will have every one engaged and ready to play in under 5 minutes!

Grab your butterfly net and head to the meadow! Available now at your FLGS.



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GOTTA CATCH THEM ALL!

KING OF TOKYO THE MONSTER PACKS



KING OF TOKYO: CYBERTOOTH MONSTER PACK

IEL 51637..... \$9.99 | Available October 2019!

For the release of our fourth *King of Tokyo* Monster Pack, *Cybertooth*, we posed a couple of questions to Richard Garfield, world-famous game designer, creator of *King of Tokyo*, *King of New York* & *Bunny Kingdom* (among others).

Hello Richard, first, how did you come up with the idea of the Monster Packs?

Richard: The monsters we made for *King of Tokyo* had so much personality, there is a natural interest for coming up with other monsters — even if those monsters have no mechanical effect on the game. In the original game some players liked playing Gigazaur, others prefer the Kraken — even though there was no mechanical difference between the two. There is no reason we should be limited by 6 monsters.

However, these monsters also screamed for more personality within play, which is why we made little rules like the cultists for Cthulhu, or the berserker mode for *Cybertooth*. In addition to that the evolution cards gave some personality for the monster in specific that could be explored during the game.

What do you like the most about those mini expansions?

Richard: The evolution cards took a while to come up with — earlier rules gave special characteristics to the monsters that were always available rather than randomly unlocked during play. These always felt less fun to me — and after a while I realized it was because they prescribed to the player the best way for them to play — which made it so that varying from that strategy felt sub optimal. For example, Mechadragon usually had very aggressive powers that were about attacking other players. If you played mechadragon in that way you would feel pushed toward one of the strategies rather than free to choose a strategy. What I like about the mini expansions are how these evolution cards give character to each monster without forcing a particular strategic path on them.

Can you tell us more about the last Monster, *Cybertooth*? What's different about it?

Richard: As with many monsters there is a way to modify the game as a whole — the berserker die — and the evolution cards — which are only used if your group is playing with monster evolutions. And, of course, you can just use the monster because it looks cool without changing any of the rules.

The berserker die is granted to players if they deal enough damage on a turn — and stays with them till they heal themselves. The evolution cards involve the two modes that *Cybertooth* can be in — biped mode and beast mode.

For you, what is the ideal Monster?

Richard: I like monsters with a sense of humor — which Iello's artists always manage to get even with the most serious of monsters. For the evolution effects I like to see a mix of good discard cards and keeper cards which can be held till the right moment for a good surprise. Also, I like to see



variety in the way the monsters play out, so that despite being good at combat, for instance, the evolution cards you turn up during a particular game may allow you to go for victory points — or buy lots of cards, or maybe just survive longer.

Which monster is your favorite? Why?

Richard: I am partial to Alienoid. It has that sense of humor I like, and it is reflected in the special powers on the evolution cards — which make me laugh when I see them. Like "Funny Looking but Dangerous". And the when the name of the evo card isn't funny itself — often the effect makes it funny — like "Precision Field Support" which gives you a random cheap card — hardly precision — or Superior Alien Technology which allows you to buy cheap 'shoddy' cards.

How do you see the future of King of Tokyo? Can you share any insight with us?

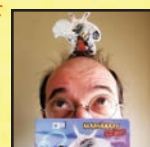
Richard: I am hopeful at some point there will be a good online game. I have also worked a bunch on a cooperative game where you defend earth from invaders — though as of now it has too much work needed to count on. However, we can certainly count on more monsters doing more wacky things in their evolution cards!



Thank you, Richard! We look forward to more fun and more monsters!

...

The *Monster Packs* can be used with *King of Tokyo* and *King of New York*. They are mini expansions and they all require the base game. *Monster Pack #1: Cthulhu*, *Monster Pack #2: King Kong*, *Monster Pack #3: Anubis*, *Monster Pack #4: Cybertooth*.



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LOVELACE & BABBAGE



LOVELACE & BABBAGE

AAX 14001..... \$25.00 | Available October 2019!

The single most common question a game designer is asked is: Do you design with theme or mechanics first?

Normally, the answer is complicated. Some games start from a simple mechanic and grow. Some games get made when a big prototype falls apart from bad testing and becomes a few, smaller different games. However, for my game *Lovelace & Babbage* I can safely say that it was the theme that came first.

For those of you who don't recognize the names, let's introduce our two protagonists. First, the older of the two, was Charles Babbage. He was a mathematician and inventor who devised a mechanical calculator that could generate astronomical and mathematical tables, something that was typically done laboriously by hand by a team of people. He called this machine the Difference Engine.

Then comes our heroine, Ada Lovelace. She was introduced to Charles Babbage by her tutor in 1833. She was invited to see the prototype for Babbage's Difference Engine and an intellectual friendship formed. Ada was nothing short of a mathematical genius. Babbage referred to her as the "Enchantress of Numbers". Ada imagined how people could use punch cards to drive the computer based on customizable functions and routines. She referred to this idea as the "poetical science." Today we call it computer programming.

Lovelace and Babbage pioneered the concept of a general use computer, which could solve problems too complicated to compute by hand. Their design was mechanical and comprised of tall towers of wheels and gears and driven by punch cards. The idea was revolutionary, but the true story starts to fizzle from there. Ada died far too young at 36. Babbage was never able to complete the analytical

engine. However, history remembers these two inventors for their contributions. Babbage is called the "Father of the Computer" and Lovelace the "First Computer Programmer."

I found the time period and the scientific contributions by these two inventors fascinating. And, hoping others would as well, I thought it would be a great theme to design a game around. Hopefully it would inspire others to learn more about the time period as well.

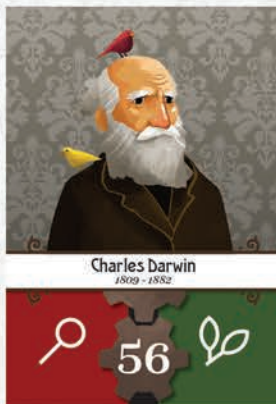
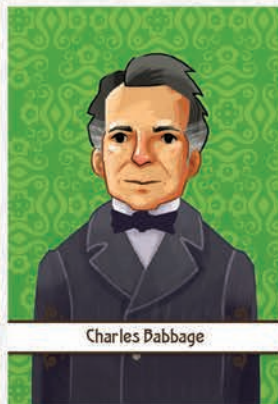
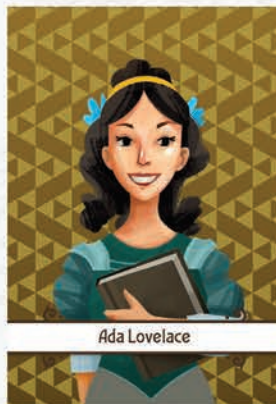
I had a secondary purpose for this theme. I am hoping that designing a game that focuses on Ada Lovelace may inspire women to pursue a career in a STEM field. I've worked in the STEM field for many years, and diversity is lacking at all levels. Hopefully, this game will help in a small way by showcasing Ada and her contributions to modern computing. And, through the Patron deck, we also had a chance to highlight a lot of other inspirational women from that time period!

So, that's WHY I decided to design the game. Creating the game had a few challenges.

The first design challenge was contending with history itself. Lovelace and Babbage's greatest invention was the Analytical Engine, the general use computer. However, the machine never got built.

The reason this was a challenge is because I felt the most interesting way for gamers to enter this story was to put them in the shoes of these two characters (and a few more from their time period) and operate the Analytical Engine. After all, how can you highlight the world's first computer programmer if you didn't allow players to program a computer? And, what fun would it be to play a tinkerer like Charles Babbage and build the machine? In the end, I had to let the historical accuracy slide for the sake of the theme and gameplay.

The second challenge was the scope of the game itself. I started to build mechanics around what I wanted the "story" of the game to be. Should it start with Babbage managing his dwindling funds from the





government? Should it include the intricacies of Victorian life, which Ada had to fight against every day to get her ideas heard?

What ultimately narrowed the scope of the game was refocusing on my original goal: to tell the story of these characters to as many people as I could. And, to do that, the game needed to be simple and accessible.

In *Lovelace & Babbage*, players use a pad in order to program a series of operations each round to solve the puzzles posed by different patrons of that time period. Players are on a time limit to do so, and the quicker you solve the puzzle the better. Each round more patrons come out and the machine grows with more operations. It's an easy game to learn, quick to play, but will give your brain a nice burn as you play! What started with a theme became a game that you can play with just about everybody and have fun with it. And, it'll give players the chance to learn more about these amazing scientific figures!

...

Scott is a freelance game designer based in Pittsburgh, PA. He's the designer of Lovelace & Babbage, the Tiny Epic series, Best Treehouse Ever, and many more!





FENG SHUI 2

FILLING THE SHOT

FENG SHUI 2

ATG 4020 \$49.95 | Available November 2019!

Feng Shui 2 is the roleplaying game of cinematic action inspired by Hong Kong action flicks! Travel through time portals to four different key points in history — the Tang Dynasty, the Opium Wars, contemporary Hong Kong, and a post-apocalyptic future filled with cyber-apes — and kick ass! Leap from burning buildings! Perform spin kicks while sliding down a bannister! Reload your revolver by catching bullets out of midair!

To support its action-packed combat sequences, the game uses an action count (or tick-based) initiative system: Characters make an initiative check using their Speed to determine the Shot Count they'll be taking their first action on. Each action is then rated by a number of "shots" it will take to resolve, and this shot cost is subtracted from the character's current shot total to determine the Shot Count on which they'll take their next action. When everyone's Shot Count hits 0, the current Sequence ends and a new Sequence begins with fresh initiative checks.

The system lets *Feng Shui 2* combat flow like a beautiful ballet: It allows for Dodges and other interrupt actions to be handled fluidly (by simply applying a shot cost that adjusts when a character gets to take their next proactive action). It also seamlessly handles actions that have different "weights" by assigning them different shot costs (and *Feng Shui 2* wisely leaves most of these distinctions up to the GM rather than miring the system with a bunch of arbitrary, predetermined values that would impede play through table look-ups).

To master this system, let me first dispel a couple of common misconceptions:

- A *Feng Shui* sequence is not a "round." If you try to think of it through the paradigm of the typical combat round found in D&D and other RPGs, you're going to find it difficult to square the difference.
- The "shot" in "shot cost" does not refer to the time it takes to fire a bullet. It refers to a shot in a movie. (Although, appropriately for *Feng Shui*, the term shot was derived from the early hand-cranked cameras; you "shot" a film the same way that you "shot" a hand-cranked machine gun.) "Sequence" is the same thing: It's a film editing term referring to a series of individual shots.

And the secret to unleashing the full potential of *Feng Shui 2* is realizing that you shouldn't just treat these as appropriated terms that lend a filmic theme to the game's mechanics; you should embrace them fully in framing and describing the red hot action of your *Feng Shui* game.



FRAMING TO THE SEQUENCE

Start with the Sequence. Mechanically, when the sequence ends, everyone rolls fresh initiative and a new sequence begins.

As the GM you should also key off this moment to **dramatically change the fight**. The first sequence should not just seamlessly transition into the second. Instead, it should definitively *conclude* and the first few shots of the second sequence should establish a new paradigm for the fight that makes it feel radically different from the previous sequence.

- Reinforcements arrive. (Fresh waves of mooks flood in. The Boss shows up and shouts, "What's going on in here?!")
- A chase sequence transitions from one environment to another. (After a bunch of tight corners and narrow streets, the cars blaze up an entrance ramp onto the freeway. The rooftop chase reaches the end of the warehouses and the cyber-apes jump down into the crowded stalls of an open-air market.)



Using the Shot Count Tracker

Feng Shui 2 includes a beautiful Shot Count tracker (pictured). Use it! With proper tokens, it will not only simplify your bookkeeping, it will also visually cue the entire table into both what's currently happening and the "pace" of what's coming down the pike.



- A chase ends and a set-piece fight begins. Or vice versa. (Neo stops to fight Agent Smith in the subway station. Agent Smith regenerates and Neo runs up the stairs and back into the city.)
- A major environmental effect begins or ends. (Artillery shells from the naval ship just offshore begin raining down on the battle. The abandoned building catches fire.)
- The bad guys unveil some new attack or ability that they were charging up, deploying, or otherwise holding in reserve.

Encourage the players to get in on the act! The PCs can *also* be driving force for “and now everything changes!” at the start of a new sequence. They can grab the heavy ordnance from the trunk of their car; or decide that it’s time to skedaddle with the McGuffin; or change tactics and start trying to blow out the support beams of the abandoned theater.

FILLING THE EMPTY SHOT

It’s far from unusual for a *Feng Shui* sequence to feature shots in which no characters are taking actions. Instead of skipping over these empty shots (“16? No? 15?”), you should fill them with content.

This is a good time for **establishing shots**: It’s the train roaring past the train yard. It’s the submarine bursting up through the ice. It’s a cut to the nuclear missile reaching the apogee of its flight.

A good use of an establish shot is to focus on **environmental effects**: The wrecking ball reversing its pendulum swing through the air. The lava spewing into the air above the Godsforge. The gasoline spreading from the car wreck.

Or you can feature a shot where that gasoline catches on fire. **Dynamic effects**, like that wrecking ball crashing through the scaffolding and forcing everyone to make a Defense check, can add great spice to a fight, but you should try to use them in moderation. (A little bit goes a long way here and you usually want to keep the focus on the characters fighting, not an environment that’s more volatile than a shack full of old dynamite.)

Empty shots can also be used for **character moments** — the types of interactions (witty dialogue, steely-eyed glares, the respite in which an exhausted hero catches their breath) that elevate the best fight scenes. This is also a great way to get the players involved! Give them a moment and ask them what they do!

THE TOTALITY OF THE SHOT

At the opposite end of the spectrum, you’ll often have shots with multiple characters taking action. As described in the *Feng Shui 2* rulebook, these actions are resolved:

- PCs first, in clockwise order from the GM.
- All GM-controlled characters in the shot.

Here, too, take a cue from what the shot system is telling you: These actions are all taking place *in the same shot*. In movie terms, that means they’re all happening on screen together. This does not necessarily mean simultaneously (shots extend over time), but it does mean that they’re all related to each other visually, spatially, and probably causally.

Generally speaking, the trick here is to mechanically resolve all of these intentions and only *then* weave the full description of what happens in the game world. Circumstances won’t always make this particularly easy, but try to challenge yourself: If the Shot Count is grouping together characters on completely opposite sides of the fight, for example, is there a way you can widen the shot? Or cause something happening over *there* to shoot across the fight and impact what’s happening over *here*?

PARTING SHOT

Most of these techniques can be implemented without the mechanical frame of the *Feng Shui* shot-and-sequence. But embracing that structure and pushing it *hard* will give your *Feng Shui* fights a unique and distinctive flavor and serve as good practice for incorporating the best and most universal of these techniques into your other RPGs.

Push yourself out of your comfort zone! Challenge yourself!

If you find yourself struggling, here’s a final tip: Watch a really great fight film — like *Hard Boiled* or *The Matrix* or *Crouching Tiger, Hidden Dragon* — and narrate the action as it happens on screen, as if you were describing it for your gaming group. It sounds corny, but it builds your descriptive repertoire! This is particularly useful for *Feng Shui* because it will help you see fights through a filmic lens.

KIII-YAAAAAH!

Feng Shui 2 is coming back into print in November 2019! Ask your friendly neighborhood game store to order a copy for you today!

...



EPISODE #17 - SHADING

Welcome to the latest "episode" of Painting Happy Lil Minis in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

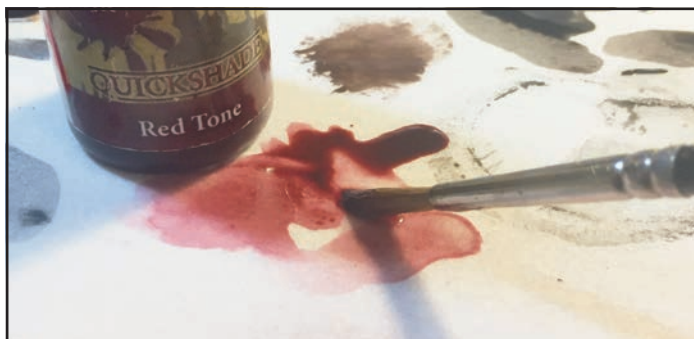
You can also see Dave painting live each week on our *Game Trade Media* Facebook page - Thursdays at 2pm EST. Dave is joined by Gretchen, and occasionally by other painters who each bring great painting advice and their own style to the table.

ADDING DEPTH TO YOUR WORK

Last month we started simply, by painting the basecoats on our miniatures as cleanly as we could. Our miniatures looked neat and tidy, but were lacking in depth. They looked a bit flat. When we look around us, everyday objects are of a size that they have their own highlights (where they reflect a light source) and shadows, with tones often ranging from near white to near black. Our miniatures, sadly, do not provide us with the same range of contrast. To achieve something close to that we can start with the idea of shading.

Shading is basically an approach where we add darker tones or colors to the areas we would expect to see deeper shadows. A common technique for doing this quickly and consistently is called washing – using a thinned paint or pigments mixed in a special medium. These "washes" are typically designed to be painted over the entirety of a surface and allowed to settle in the recesses where you would expect to see shadows. To the right you can see that the Red Tone (from The Army Painter) is a translucent deep red. On the *Hungering Darkness* model (from Wyrd's *Malifaux* range) here you can see it painted first painted in P3 Rynn Flesh, and then washed (shaded) with The Army Painter Red Tone. It has changed the hue of the flesh slightly, but has also provided stronger definition of the shadows and highlights, providing a more "realistic" look.

On the opposite page we have a few more examples of this approach, as well as the use of Games Workshop's new Contrast Paint range – paint pigments suspended in a colored medium that can provide basecoating AND shading in a single step.





This Star Wars Legion Rebel Trooper was primed with Citadel's Corax White spray primer.



The Primaris Space Marine from Games Workshop was primed with Citadel's Wraithbone spray primer.



The fatigues were then painted with Vallejo Model Color Beige Brown.



It was then painted with the Citadel Contrast Iyanden Yellow paint, which not only laid down the yellow, but also the orange shading layer, all in one pass.



The fatigues were washed with The Army Painter Strong Tone wash to provide depth and contrast.



The bolt rifle was then painted with the Citadel Contrast Flesh Tearing Red. Finally, the model was finished off.

ADDING DEPTH TO OUR LANNISTERS

We started these Lannister Guardsmen (from CMON's *A Song of Ice and Fire* game) in our last episode, so I figured it would be a good idea to continue them now.

Both models seen here have been given a dark brown wash (The Army Painter Strong Tone) over the reds, yellows, and golds, while the model on the right has also been given a black wash (The Army Painter Dark Tone) over the silver armor.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life.



A FEAST FOR ODIN (ZMG ZM7690)

From Z-Man Games, reviewed by Eric Steiger

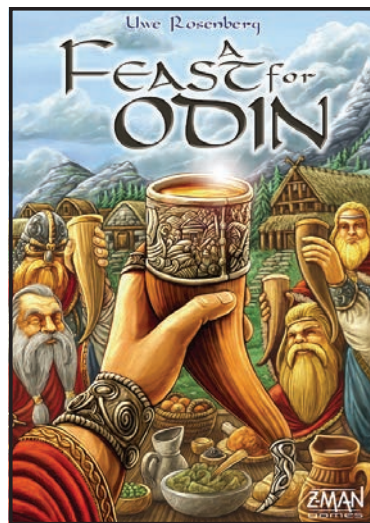
 1 - 4 Players	 14 & Up
 30 - 45 Minutes	 \$99.99

Much like professional chefs, the best game designers have a recognizable style among their games. If I wanted to convey to a person what Reiner Knizia games are like, I would start with *Tigris and Euphrates*. For Eric Lang, it would be *Chaos in the Old World*. And for Uwe Rosenberg, until now, it would have been *Agricola*, but I can happily say that *Feast for Odin* has surpassed it as the most Uwe Rosenberg game I have ever played. What does that mean? A fascinating strategy puzzle, with a mind-boggling array of options and paths to victory, all carefully balanced to provide a truly epic and cutthroat gameplay experience.

In *A Feast for Odin*, you represent rival tribes of Vikings competing for wealth and glory. How do you achieve such wealth? You could create an economic engine of farming, crafting, and trading. You could establish a fleet of whaling ships. You could become a band of mighty hunters. You could build cities of great halls and fill them with resources and food. You could explore distant shores from Iceland all the way to Canada. You could raid and pillage your neighbors. Or emigrate to them. You could even breed vast herds of cattle and sheep.

A Feast for Odin is the worker placement game to end all worker placement games. The heart of the game is simple and familiar to anybody who has played a worker placement game: you take turns placing Vikings on a central board loaded with different actions in 4 columns, and perform the action on the space you chose. You can't take an action if someone already has Vikings on it. Each column indicates how many Vikings it takes to perform an action on spaces in it — fishing is a simple, 1-person job. Whaling takes at least 3 Vikings, and possibly 4 at a time.

In general, actions produce goods of some kinds — harvest foods, animal products, crafted goods, or luxury goods. The more valuable a good is, the larger its tile. Food and animal products are generally used to feed your Vikings at feast time, but they can also be upgraded (through actions, of course) into crafted goods of the same size. Crafted and luxury goods are placed into a grid on your player board; the more



spaces they take up, the more income you receive at the end of the round, as well as reducing your point penalties at the end of the game for having empty space on your grid. One key factor is that crafted goods (green) cannot be placed adjacent to each other on your grid, whereas luxury goods have no such restriction.

You can also use your actions to take resources (wood, stone, or ore) from the mountains, so that you can use actions to build sheds and houses, which are worth points, as long as you fill them up with resources and goods. Or you can use those resources to take actions to build ships, so that you can go whaling, exploring (giving you a whole island to use as a second home board), trading, raiding, or emigrating. If you go whaling or hunting, you

need weapons of the appropriate type to catch your bounty; if you go raiding or pillaging, you'll need longships, swords, and luck, but the rewards can be luxury goods you never could have afforded to craft or buy. The sheer variety of ways to create your economic engine is what sets this game apart from any other, including even other Uwe Rosenberg games such as *Agricola*. And I haven't even talked about the different occupation cards!

Despite the amount of choices available, there is surprisingly little analysis paralysis in *Feast for Odin*, and once we completed the Herculean task of learning all of the different actions your Vikings can do, play proceeded pretty quickly and smoothly. And while the estimate on the box of 30 minutes playing time per player seemed unreasonably optimistic (we ended up at about 3 hours for 4 players for, admittedly, our first game), it never drags. There is enough going on with your board that the time between your turns will be taken up (and then some) with figuring out what to do on your next one.

This is not a light game, both literally and figuratively. It comes with 3 different books, 4 decks of cards, a mountain of wooden pieces, and enough punchboard tokens that it also comes with two sorting trays for them. But if you want the epitome of the Uwe Rosenberg worker placement experience, and you're willing to put in the time to learn and play it, your work will be rewarded. And if even this epic box isn't enough, the Norwegian expansion is available now.

...

Eric is your friend, and friends wouldn't let you play bad games.

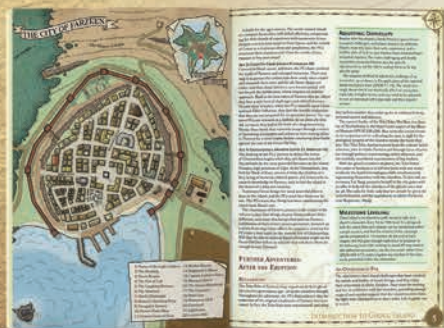


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NAGARAJA (ASM NAG01)

From Asmodee Editions, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"

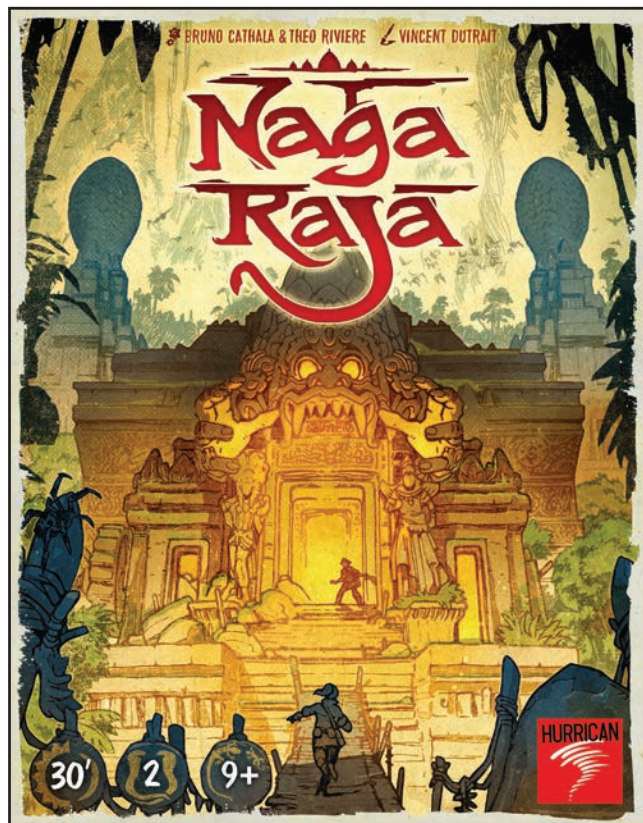


Have you ever had a really bad day at work, and a ton of stuff on your mind? You come home, have a little dinner and want to play a game, but then wind up just going to bed? Yep, that is us some days. Well, this particular day after dinner we realized we had this game in our pile to review, so we pushed ourselves play (sad huh?) but WOW — we were able to learn this game in about 10 minutes and start playing. And... We liked it so much, we played it again! What a fantastic way to end a tough workday! For us, one key attribute of this game is that it is only a two-player game, and we love that. Some multi-player games have two player variants and rules, but they are not always as entertaining with just two. When a game is *made* for two that is the best! We also love that the game manufacturer gives you a map on how to put the game back in the box! So many times, you buy a game and cannot figure how everything goes back in the box after you play. For those games, one of our viewers suggested taking pics during unboxing to remember how the components go back in — good tip!

The premise of this game is there are two temples in India that are devoted to Ananta and Garuda, who are old divinities. Your goal is to explore the temple and collect ancient relics to gain 25 points. Easy, right? But, beware! Three of the relics are *cursed*. If you uncover the third cursed relic, your turn is over and the other player wins! You uncover relics by gaining tiles to explore your temple and its relics. Let's look how this is played!

SETUP

Each explorer receives a 3x3 temple board that has clearly-marked entrance spaces. 9 relics are given to each player in their color – they are shuffled and then placed on the outside of the temple board face down. The goal is to build paths to reach these relics and hope you don't find the three that are cursed!



There are 17 room tiles that are shuffled and placed in a draw pile for both players to access. There is also one *trap tile* that can be used during play, but a player must be able to enable it. Twelve amulet tokens are also shuffled and placed face down. As you turn over a room tile, it might show the amulet symbol. When it does, an amulet is placed on that tile face down. The game starts with the first tile turned over; if it has the symbol you place an amulet on it. In each round the players are trying to obtain the tile for their own temple.

Instead of dice, there are 36 “*fate sticks*” grouped into three different sizes and colors. During your turn these are rolled just like dice. Fate sticks either have fate points on them or Naga symbols. More on that during the play.

Last, there is a deck of 48 cards that are shuffled, and each player is dealt a hand of 5 to start the game. Each player starts by rolling two brown fate sticks. Whoever has the highest fate points goes first, and collects the first player scroll to hold.

GAME PLAY

The game is played in rounds, and ends when either A) someone achieves 25 points and wins, B)



someone finds 3 cursed relics and automatically loses, or C) someone places all nine room tiles on their temple, in which case whoever has the most points wins the game.

In each round the following happens:

- **Call of Fate** – During this part, each player looks at their hand of cards and decides which to play for this first part. Each card will show at the top several fate sticks (color and size) and a specific symbol. You can choose as many cards as you want, as long as they have matching symbols, to get more fate sticks to throw. Once selected, each player takes their fate sticks and “rolls” them. Whoever has the most fate points on the roll can claim the room tile currently available. The rolled fate sticks have fate points that are totaled up, but they can also have Naga symbols. Naga symbols are “spent” to use an effect of a card still in your hand.
- **Confrontation** – If you rolled any Naga symbols, you can choose to use cards from your hand and put them in play. At the bottom of the cards are affects you can activate: They can affect you or the other player. For example, if Jane rolls a Naga symbol, she may use that to play a card that allows her to add more fate points to her roll OR take away fate



points from Phil. If there are no Naga symbols, this part of the round is skipped. After this is completed whoever has the most points takes the room tile.

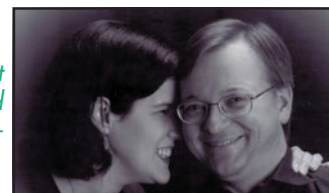
- **Exploration** – The person who won the tile now places it in their temple. It must either be placed next to an entrance, or adjacent to another placed tile. If your path connects a relic with one of the entrances, you can flip that relic over and score its victory points. If your path has an amulet, you can look at the amulet and play it at any time during the game. Amulets will either give you victory points, let you take another card from the draw pile, or some will allow you to reveal it to cancel an effect someone else has played on you.
- Last, you do a new deal. The person who did not win the tile gets the new guide scroll, draws three cards, keeps two, gives one to the other player, and then the reveals the next tile up for the taking!

Play continues until one of the ending game events happen. Our first game ended quite fast because Jane revealed three cursed rather quickly and lost. Our second game took a bit longer as we were both more experienced with how to use the effects to help ourselves and cause trouble for our opponent.

If you are looking for a fun game built especially for two players, this is one of the games now at the top of our “go to” list. Go exploring in Nagaraja!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



VOLCANIC ISLE (AWG AWO4VI)

From Arcane Wonders, reviewed by John and Isaac Kaufeld



13 & Up



2 - 4 Players



45 - 60 Minutes



\$49.99

Let's start with the basics: In *Volcanic Isle* from Arcane Wonders, the island you're on will sink. Period. It's up to you to score the most points before the seas roll in and the game ends.

You can't stop the island from sinking. And if you try to slow down the sinking process, then your score will probably sink just like the island — and just like John's score did when Isaac sank his entire section of the island the first time we tried the game. (Fellow parents out there, don't let this happen to you.)

With that out of the way, let's look at the top five things you need to know so that you (and your score) can survive in *Volcanic Isle*.

DIGGING INTO THE BACKSTORY

The backstory of *Volcanic Isle* is built on a 19th century theory that tried to explain the similarities between cultures that seemed separated by distance and oceans. The theory suggested that a massive continent referred to as Mu once connected these disparate cultures, but because of volcanic activity, the continent sank beneath the ocean.

Although the theory was debunked many years ago, it provides a perfect backdrop for the game's key mechanics of growing population, volcanic instability, and inevitable destruction.

APPEASING THE GODS

Players represent groups of ocean-traveling settlers who found their way to what will become Easter Island. (Insert ominous island-sinking music here.) The land contained large volcanos, many small craters, and plenty of raw material in the form of cooled lava.

Each turn, players get four action points. They use points to move their settlers and create new ones, build villages and sculpt Moai statues from the lava rocks in the shadow of a volcano, set up Moai over small craters, and collect a prayer token to use when things start going wrong.

CLUSTERING YOUR PIECES TO MULTIPLY POINTS

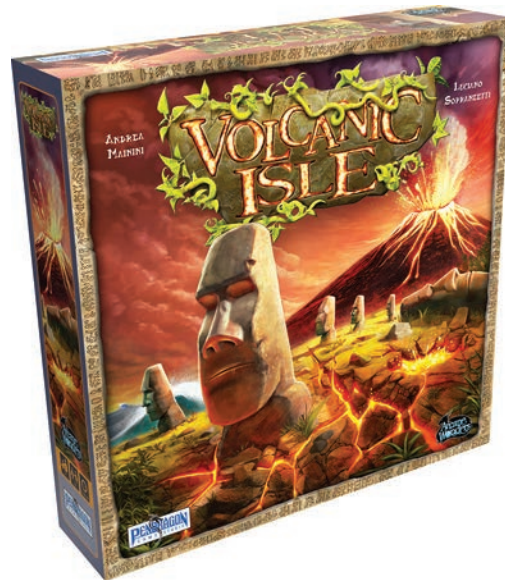
Players earn a few victory points for building villages and raising Moai, but the points begin multiplying if you have multiple Moai in the same area as two or more villages. Of course, the risk goes up as well.

Villages and Moai are built from the cooled lava flows next to volcanos. But when the volcano erupts again, the lava goes right back into those flows, destroying any villages and un-raised Moai statues (more about that in a moment) unless the players spend prayer tokens to save them.

But at the same time, players need the volcanos to erupt because otherwise they quickly run out of lava rock to build with. Eruptions also recycle game pieces back into each player's supply so they can keep building and expanding. It's a very cool tension in the game that adds a fun push-your-luck element.

RAISING A MOAI RAISES THE STAKES

Every time a player raises a Moai over a small crater, two key things happen: they place a fissure marker along the edge of the tile next to the Moai, then they roll the volcano die to see if a volcano erupts. Since the 6-sided volcano die has four eruption faces and two blanks, eruptions happen a lot.



In case of an eruption, the affected volcano is picked randomly from a stack of tokens. The stack gets reset after every eruption, so nowhere on the island is completely safe. That keeps players guessing and enhances up the push-your-luck tension from clustering your builds.

OOPS, I SANK YOUR STUFF

As players keep raising Moai statues, they create new fissures in the island. Once a line of fissures complete surrounds a land area — even if it's in the middle of the island — that area sinks into the sea. If the fissure splits the island, then the side with the fewest volcanos goes down.

If you sink part of the island on your turn, all of your settlers in that area escape safely, but other players only get to save one settler. All villages and Moai statues in the sinking area return to their player's supply, and that part of the island board gets removed from play.

VERDICT

Volcanic Isle delivers a strong player experience with a really fun balance of thoughtful strategy and push-your-luck gambles. Because one of the game's key drivers involves destroying parts of the board, the game has a definite "screw your neighbor" neighbor aspect.

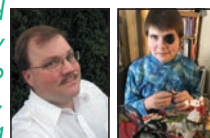
Thanks to the board's modular design and the random way volcano eruptions happen, *Volcanic Isle* has a very high replayability. Pay close attention to the instructions on how to build a custom board, though, because it might take you a couple of tries to fit everything together.

High quality components and 3D volcanos round out the player experience by creating a great visual effect during play.

If you like games with direct competition and enjoy balancing risks with rewards, then you'll find a lot to like in *Volcanic Isle*. Have fun sinking the island!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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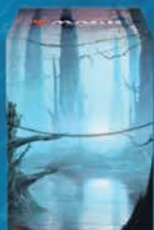
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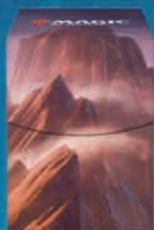
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BERMUDA PIRATES (FOX BPIRATES-BIL)

From Foxmind Games, reviewed by Brian Herman

 7 & Up	 2 - 4 Players
 20 - 30 Minutes	 \$29.95

AVAST YE LANDLUBBERS! THE SEA IS SINGING ITS SIREN CALL!

Every now and then, a game comes across my plate with a gimmick so enjoyable, I can't help but marvel at the simple ingenuity that fits into a small box or 20-minute gaming session. The good people at Foxmind have one to share with you, if your hands be strong and the sea be your ally. In *Bermuda Pirates* players take on the roles of scurvy dogs navigating the salty brine in search of treasure that only the high sea can provide.

LAND HO CAP'N! BRING THE BOW AROUND!

Setup is where the "trick" to *Bermuda Pirates* comes into play. Technically there are TWO game boards. The topmost board depicts an island filled with treasure and 4 starting areas for each pirate. The bottom board that fits under this, however, is where the real magic lies. 4 small boards each embedded with a few magnets are rotated randomly and placed under the main board. These spots will act as whirlpools for the 2-4 players that take starting positions in each corner to navigate during gameplay. Each player is also given a series of buoys and ships of one color, and a pile of different color gems is deposited on the center island as "booty."



HERE THERE BE TREACHEROUS WATERS, LADS... BE WARY.

Gameplay is simple. There's a small curved spot in the back of each player's boat that is just about the right size for the tip of a finger to fit in and gently push forward through the gameboard toward the center island. Each ship also contains a magnet as well. If a player pushes their ship into a magnetized spot (a la whirlpool), the ship gets stuck and the movement phase is over. The player removes their ship from the magnetized spot, placing it back on the starting area and places a buoy as best they can estimate where the magnet is in preparation for next turn.

THE TREASURE OF THE BERMUDA SEA BOYOS, FORTUNE AND GLORY BEYOND YOUR WILDEST DREAMS!

If a player manages to avoid whirlpools and reach the island, however, they are greeted with the pile of treasure in the center of the game board. Once docked, a player chooses one of the multicolored gems and loads it into the cargo area of their ship. With the prize firmly established, now the real adventure begins: the voyage back



through the stormy sea with treasure in tow. One slip, one whirlpool, one magnet will cause the ship to lock in the "stuck" position, possibly flinging the hard-sought treasure to the depths below. As the buoys aren't magnetized and can possibly move around the board during gameplay and knowing that due to shuffling/rotating the "under board" whirlpools can't be predicted, each gentle push of a player's ship across the board is filled with trepidation, because at any moment the ship can capsize. This tension feels both fun and nerve wracking at once. You must reach your starting position with your treasure still in tow to be able to claim it. Sometimes, even though you are sure you are taking the same path back that you took to the island, the sea has a mind of its own. If you do manage to navigate the seas and claim one of each color gem from the center island, you win the game!

THE FOAMY SEA IS A FICKLE MISTRESS, BUCCANEERS... ALWAYS BE ON GUARD.

Bermuda Pirates is designed for players 7+, but I can tell you that even a 6-year-old will have a blast playing this game as they scrunch up their face in concentration and push their ship gingerly past known bad spots and into unventured waters. When playing with adult gamers, the hilarious outbursts when a ship is capsized by a magnet, flinging their treasure across the board are akin to unexpected moments in adult-themed games. For this, I see extreme versatility in these mechanics that build/release tension in such a clever way. *Bermuda Pirates* is just as comfortable being played by a group of children, a group of adults, or a mix of the two. There isn't complex strategy or deep interlocking mechanics separating the two age groups, but rather the thrill of the hunt for buried treasure and the unknown next moment as the storms of the sea rage on. I'd recommend this game for parents, educators, and adults alike that enjoy a game for what it is: fun.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



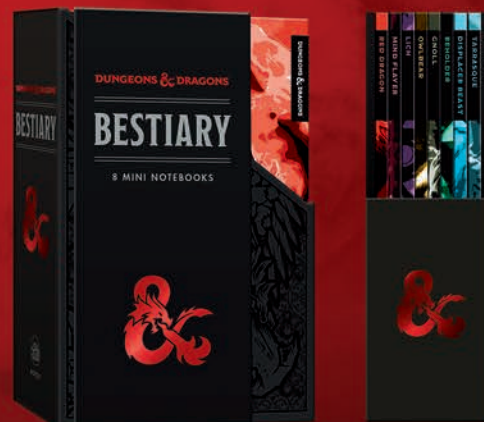
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LEGENDARY DBG: 007 - A JAMES BOND DECK BUILDING GAME (UDC 91752)

From Upper Deck Entertainment, reviewed by Thomas Riccardi



Your name is Bond, James Bond and you are part of an elite organization called MI-6 enrolled in the 00 program. As 007, your assignments take you all over the world as you will battle with villains that want to take over the world. Will you be able to take on these foes and save the world or will the villains reign supreme? This is the setting of the latest offering from Upper Deck based on the James Bond franchise titled *Legendary: A James Bond Deckbuilding Game*.

The James Bond franchise now encompasses twenty-seven films ranging from the initial offering of Dr. No to the latest film Spectre. However, this set covers four of the most iconic films that were released including *GoldenEye*, *Goldfinger*, *The Man with the Golden Gun* and *Casino Royale*. And if you don't see your favorite bond film in this initial set don't worry is a possibility for expansions covering other Bond films. This boxed set contains a rulebook, a playmat as well as 600 cards that show off the various heroes, villains and locations that were featured in these four films. Will you battle against the famous assassin Francisco Scaramanga as he targets other people as well as Bond or will you track down an ex MI-6 agent from using a satellite against the world in *Goldeneye*. The possibilities are endless, and this game can accommodate up to five players who can either compete against each other or work together to take down the villain.



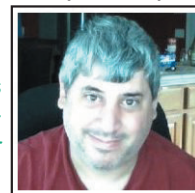
recruitment cards which allow you to purchase the items and agents from your Q branch.

The top card from the villain deck is then revealed and you will follow the rules for that card. If the card is a Master Strike for example you would follow the rules for what it says on the villain card. If it is a henchman or a mission, you will need to put it into the On Assignment track; every new henchman or mission pushes the cards left when they enter play. Afterwards, you may play cards from your hand by using the recruitment cards to purchase and once those cards are used, they are put in the discard pile.

Each of the cards count as one unless they have a different value on them. You can also go after any of the agents that are on the board if you have enough attack cards in your hand. Each of the cards represents 1 attack so in order to take down a target with a value of 3 you will need to discard 3 attack cards. Once that is done you discard the rest of your hand into the discard pile and draw up to six more cards and that starts a new round.

What I love about this game is that it can be played either with friends or it can be played entirely solo. When you play this game solo it gives an added bit of excitement in playing the game as you feel as if you are a 007 agent going up against the bad guys in some of the most popular movies in the franchise. And with the ability to bring in other classic bond movies in expansions you will be able to replay some of the classic bond films that you love. With great mechanics, the ability to play solo and easy to learn rules you need to check out *Legendary 007: James Bond DBG*. For more information on this and other games head over to <http://upperdeck.com/> and remember you like your martini shaken, not stirred.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



TERRA MYSTICA

Merchants of the Seas



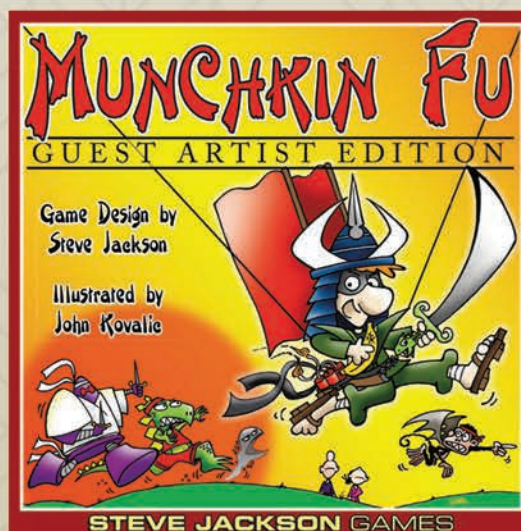
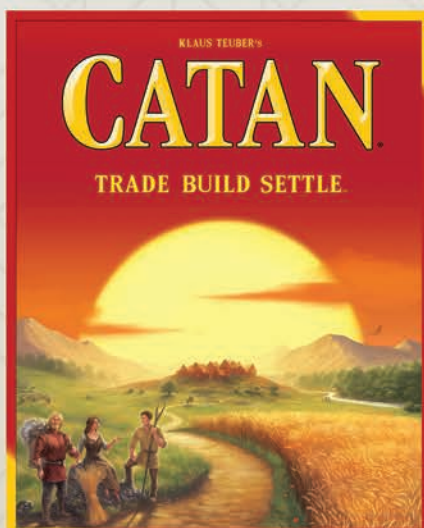
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Greetings GTM Fans!

This month *Game Trade Magazine* and *Game Trade Media* are teaming up to bring your family some great games!

We've polled the ol' GTM Bullpen for some classic fun games to play with family and friends, and we're happy to offer a selection for you to enjoy. These games are GTM-Certified to bring laughs, fun times, and challenge your skills as you gather with family and friends this holiday season.

One lucky winner gets all of the items above. To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on October 29th and will close on November 25th so don't wait! Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check our content again!).

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